

WAVE ELECTRONICS, DEPT AA9404
1 Buccleuch St, Barrow-in-Furness, Cumbria LA14 1SR

TURN YOUR COLOUR MONITOR INTO A FULL COLOUR T.V.

This MP-3 is an excellent unit which fits underneath your monitor and allows TV reception and also allows the use of other video games consoles!

*3 versions available
Please check monitor model number.*

CTM640 - £54.99 - Model MP-3

CTM644 - £49.99 - Model MP-3PSU

CM14 - £59.99 - Model MP-3+

HIGH ENERGY GAME PACK!

Light Corridor, Mystical, Crazy Cars 2, Pinball Magic & Shufflepack Cafe on disk for only £9.99

INTEGRAL GAME PACK!

Lotus Esprit, Toyota Celica, Super Scrabble, Super Cars on disk for only £6.99

LES COLLECTORS GAME PACK!

Lotus Esprit, Ghouls 'N' Ghosts, Switchblade, Supercars, Show of the Beast on disk for only £9.99

LEADS & CABLES

CTM to Megadrive	£12.99
CTM to Spectrum +2/+3	£12.99
CTM to Megadrive 2	£17.99
CTM to Amiga	£12.99
CM14 to Megadrive	£14.99
CM14 to Megadrive 2	£18.99
CM14 to Amiga	£14.99
CM14 to Spectrum +2/+3	£14.99
CM14 to CD Player	£4.99
CPC Joystick Splitter	£8.99
Joystick Extension	£8.99
CPC to Printer 1.5M	£7.99
CPC to Printer 2.0M	£9.99
CPC+ to Printer	£9.99
CPC to Video BNC	£6.99
CPC to Video Phono	£6.99
CPC 6128 to Cassette	£3.49
Expansion Port Adaptor	£9.99
RS232 to NC100	£9.99
RS232 to PC Null Modem	£9.99
DL-2 CPC6128 to FD-1	£7.99
DL-26128 CPC6128+ to FD-1	£9.99

CONNECTORS & CABLE

6 Pin Din Plug	£1.49
6 Pin Din Socket	£1.49
8 Pin Din Plug	£1.59
8 Pin Din Socket	£1.59
8 Pin Din Plug - Megadrive	£1.99
Phono Plug x 2	£1.09
Phono Socket x 2	£1.09
50 Way Edge Board	£1.99
9 Pin Male inc Hood	£1.99
9 Pin Female inc Hood	£1.99
23 Pin Male inc Hood	£2.49
23 Pin Female inc Hood	£2.49
25 Pin Male inc Hood	£1.99
25 Pin Female inc Hood	£1.99
SCART Plug	£2.50
Cable 6 Core 1 Metre	£1.50
Cable 8 Core 1 Metre	£2.00
Cable 10 Core 1 Metre	£2.50
Cable 25 Core 1 Metre	£3.00

RIBBON CABLE CONNECTORS

IDC 34 Way	£1.49
Edge Board 34 Way	£1.99
Ribbon Cable 34 Way 1ft	£2.99
50 Way Centronics Plug	£3.99

Word Processing has never been so easy!

WAVE Electronics and Tasman software can now bring you a ultimate deal to turn your CPC into a professional word-processing system.

TasWord 464D - The Ultimate Word Processor for the CPC464 with disk drive
TasWord 6128 - The Ultimate Word Processor for the CPC6128

TasSpell - Spelling Checker for Tasword 464D and TasWord 6128
Tasprint - Printer Enhancement fonts for Tasword 464D and TasWord 6128

TasWord 6128.....£19.99

TasWord 464D£19.99

TasSpell£17.99

TasPrint£17.99

TasWord 6128 with TasSpell£33.99

Tasword 6128 with TasPrint£33.99

TasWord with 6128 TasPrint & TasWord Spell£42.99

CPC BUDGET WORD PROCESSING SOFT 999D PACK

INCLUDES 11 GAMES & A WORD PROCESSOR
ON DISK FOR ONLY £6.99

HARDWARE & PERIPHERALS

FD-1, CPC664/6128 Second Drive	£79.95
FD-1+, CPC6128+ Second Drive	£71.95
FD-1DD1, CPC464/464+ Second Drive	£79.95
MP-1, CPC464 to TV & PSU	£49.99
MP-1E, CPC464 to SCART TV	£13.99
MP-2E, CPC664/6128 to SCART TV	£15.99
RS232CPC, CPC RS232 Interface	£29.99
RS232CPC+, CPC+ RS232 Interface	£34.99
64K RAM Expansion CPC 464	£41.99
AM40025, CPC464 Upgrade ROM	£24.99

CPC SYSTEM DISKS

CPC6128, CP/M Plus	£14.99
CPC6128, DR Logo & Help	£11.99
CPC6128+, CP/M Plus	£8.99
CPC6128+, DR Logo & Help	£8.99
CPC464, CPM2.2	£10.99

SEGA MEGADRIVES

Megadrive 1 plus Sonic the Hedgehog & Mega Games 3	only £139.99
Megadrive Controllers	£7.99
Megadrive/Game Gear PSU	£14.99
Game Gear Car Adaptors	£8.99
Sega Hints & Tips Book	£2.99

BLANK DISKS

CF2 3" Amsoft, Box of 10	£14.50
CF2 3" Ex- Software House, Pkt of 10	£8.99
CF2 3" Plastic Cases, Pkt of 10	£4.99
3.5" Double Sided Double Density Pkt 10	£4.99
3.5" Double Sided High Density Pkt 10	£7.99

CUSTOMER NOTICE
DMP2000 RIBBONS AND EX-SOFTWARE 3" DISKS
BACK IN STOCK!

PRINTER RIBBONS

Star 1, Pkt 5	£24.99
Star 1, Pkt 5	£9.99
Star 410/LC24200, Pkt 2	£5.99
Star 410/LC24200, Pkt 5	£13.99
Amstrad DMP2000, Pkt 2	£4.99
Amstrad DMP2000, Pkt 5	£10.99
Amstrad PCW8256/8812, Pkt 2	£5.99
Amstrad PCW8256/8812, Pkt 5	£14.99
Amstrad PCW9512, Pkt 2	£4.99
Amstrad PCW9612, Pkt 5	£10.99
Citizen 1200, Pkt 2	£6.99
Citizen 1200, Pkt 5	£11.99

THIS MONTH'S SPECIALS

Mouse Mats	£1.75
Quickshot 2 Turbo Joysticks	£7.99
3.0"/3.5" 40 Capacity Disk Box	£5.99
3.0"/3.5" 100 Capacity Disk Box	£6.99
Soft 999D - 12 Games on Disk	£6.99
CPC464/6128 Scart Modulator inc PSU	£15.99

EDUCATIONAL SOFTWARE

FUN SCHOOL 1 UNDER 5's	CPC DISK £5.99
FUN SCHOOL 1 5-7's	CPC DISK £5.99
FUN SCHOOL 1 8-12's	CPC DISK £5.99
FUN SCHOOL 3 UNDER 5's	5 TO 7's OVER 7's
CASSETTE £8.99 EACH	DISK £12.99 EACH
FUN SCHOOL 4 UNDER 5's	5 TO 7's 7 TO 11's
CASSETTE £9.99 EACH	DISK £13.99 EACH

CLEARANCE COLUMN

All Disk Games below £1.99
Cisco Heat
Rock 'n' Roll
Chartbusters
Sweevo's World

All Disk Games below £3.99
Paperboy 2
Bonanza Bros
Quartet

All Below as Priced
Ten of the Best 1£6.99
Ten of the Best 2£6.99
Quartet - 4 Games£5.99
Disk 50, 50 Games£7.99
Blue Ribbon Games£6.99
Turtles - Spanish£1.49

CPC Cassette Games
Turtles - Spanish£1.49
Turtles Coin Op£1.99
Back to the Future 2£1.49

SERIOUS SOFTWARE

Touch 'n' Go - Typing Tutor - 6128 & 6128 Plus Only	£6.99
Tasword 6128 - The Best CPC Word Processor	£19.99
Tasword 6128 & Tas Spell - Word Pro & Spell Check	£33.99
Tasword 6128, Tas Spell6128 & Tas Print 6128	£42.99
TasSpell 6128 - Tas Spell Spell Checker	£19.99
Tasprint - Printer Fonts For Tasword 6128	£19.99
Microfile/Word - Word Pro & Database	£5.99
Discofile V3.3 - CPC Disk Utilities, Disk Copier/Backup Fast & Ultra + Disk Editor etc	£6.99
Electric Lantern Show - Printer Utilities	£4.99
Art Studio Colour Printer Driver	£6.99
Micro Design - Desktop Publisher	£14.99

The magazine for all CPC and CPC Plus owners

AMSTRAD ACTION

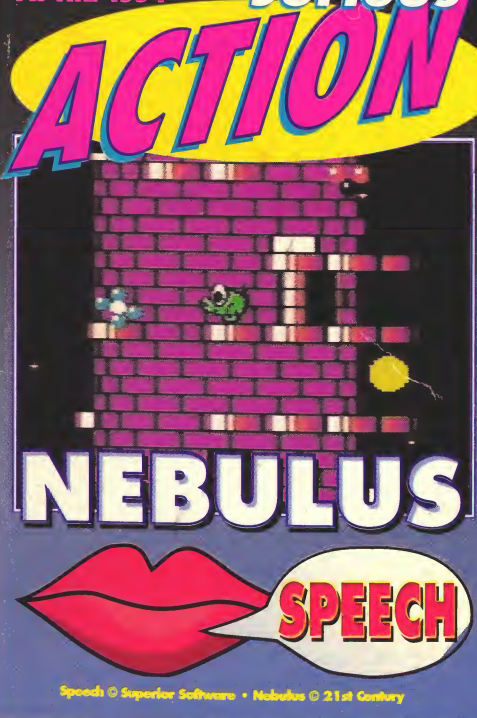
ISSUE No.103
April 1994
£2.95

Check out the superb software on this tape...

Nebulus
93% An AA Mastergame. Classic platform action with a twist.

Speech
You'll believe a CPC can talk.

Amstrad CPC 464, CPC 6128, CPC 464 Plus
APRIL 1994 **Serious ACTION**



A NEW BREED OF HERO

Meet Fluff - is she the CPC's answer to Sonic and Mario?

Plus
Copying devices: Killers or cures?

Future PUBLISHING
Your guarantee of value
NOT an official Amstrad publication



Line-up

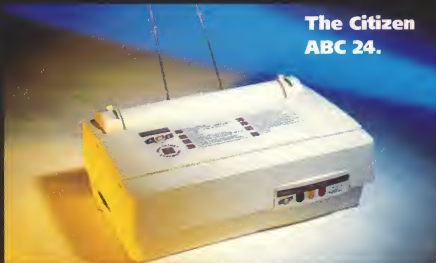
Serious stuff

20 AA guide to: BASIC

You think Take That are popular? You think Jurassic Park is popular? You think EastEnders is popular? Well they're now compared to Clur's beginners' guide to programming in Basic.

22 Review: Colour printers

It's the battle of the low-cost 24-pin colour printers. In the red corner - the Star LC24-30. In the blue corner - the Citizen ABC 24. We want to see a clean fight.



The Citizen ABC 24.

24 AA guide to: Machine code

More hints and tips on advanced machine code programming techniques from the man who like end all his articles, 'have fun' and calls himself 'Hairy'.

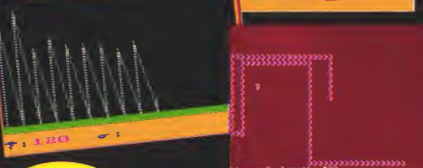
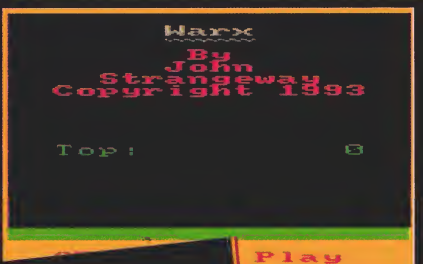


Main feature

12 Copying devices:

Are they just instruments or piracy or are they keeping the CPC scene alive?

That's the question we put to the major software companies, the people who produce the devices and the anti-piracy organisations. Discover what each had to say...



28 Type-Ins

As the battle rages in the letters page about whether Type-Ins should be put back on the covertape, we carry on with our DIY policy. One day you'll thank us.

31 Review: Maps for MicroDesign

Some nifty bits of clip art for MicroDesign that place the whole world at your fingertips (well, actually, it's only the UK at the moment but it will be the world soon).

44 Interview: Elmsoft

We dared give Zap'T'Balls a mere 85 per cent. Now we give the man who wrote it his chance to explain why 85 per cent was disappointing.

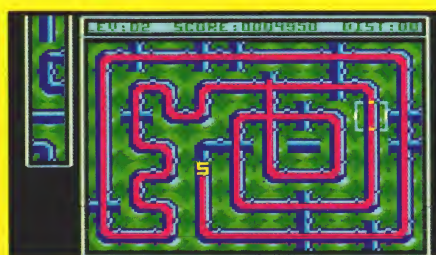


Zap's back.

Leisure zone

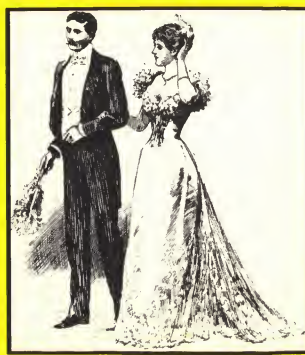
26 Reviews: Public Domain

Who needs major software houses? The Public Domain is still producing some great games, applications and utilities. It's also producing some dross. But which is which?



32 Adventures: The Examiner

If your quest for knowledge includes a voyage through the world of CPC text adventures then there is one wise and much-respected sage with whom you are advised most strongly to consult - her name is Debby Howard and she lives on page 32.



34 Review: Fluff

Finally, the game you've all been waiting for... er, no not Street Fighter 2, the other one. Yes, Radical's Fluff has arrived and we give it the full Amstrad Action review treatment. So, does it set new standards in CPC platform games or has it fluffed it? (I can't believe we just printed that.)



Bits'n'pieces

4 Covertape

Everything you need to know about that plastic case containing some strange brown tape-type stuff that was stuck on the front of this magazine.



8 Amscene

Approaching the news food trolley with a very wide plate, because fact into doubt won't go, we take the facts and turn them into news (or something like that).

9 Amscene Directory

It's a list. But one heck of a list. Forget the civil list - this is the list to be included in. Unless you want to get paid loads of money for doing nothing, that is.

11 Power-up

Meet the most fearsome bunch of end-of-level guardians you're ever likely to meet. Make sure you're mentally prepared.

33 Reader Ads

Have you noticed how many answers to your letters in Reaction contain the words, "check out our Reader Ads service"? You should you know - it's worth your while.

40 Back Issues

It's the sale of the century - now you can get tons of dosh off back issues of Amstrad Action. Don't miss out on the bargains.

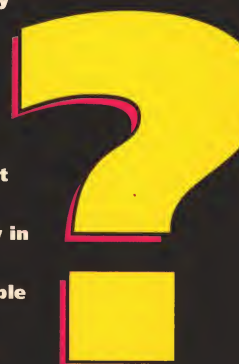
46 Reaction

Every action has an equal and opposite reaction. In other words, everything we write prompts some kind of response from you lot, and this is where we print those responses.



50 Next Month

Ah well, we nearly got it right last month - Fluff and the copying devices articles both made it into this issue, but Basic Idea went walkies (full story in Amscene). Next month you'll be able to find out how accurate we were this month.



Serious ACTION

And on a packed covertape this month...



Nebulus

We're talking unique here. There's never been another game quite like Nebulus. It's a platformer, sure, but one with a difference - you've got to make it to the top of a circular tower using the exterior staircase, the problem being that the staircase looks like it's been designed by Hieronymous Bosch.

Welcome to SPEECH a software speech synthesiser for the Amstrad range of home computers.
SPEECH requires only 8K of memory and can easily be included in BASIC or machine-code programs.
SPEECH can understand digits, as well as letters, and a comma acts as a pause.
ISAY,"5,4,3,2,1,0 we have lift off"
A question mark (?) at the end of line will raise the pitch of the last word.

Speech

Ever wondered what your CPC's interpretation of Hamlet would be like if only it could speak? Here's your chance to find out (but don't expect any Oscar nominations). Speech let's your CPC do the talking, as long as you tell it what to say.

Turn the page for full details on the covertape.



36 Round up: Shoot-'em-ups

This month's installment of The Good, The Bad And The Ugly takes a look at what is probably the most popular form of computer game - the shoot-'em-up.



Exolon - it's a blast.



Smash TV - is it a classic shoot-'em-up?

41 Game tips: Cheat Mode

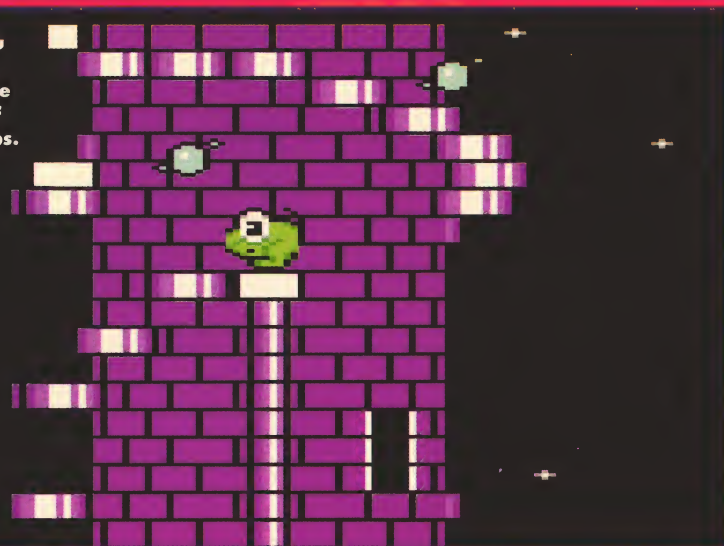
When all else fails, cheat. And here are three pages packed with essential info that'll help you do just that (so long as what you're a failure at is a CPC game, that is).

NEBULUS



When it comes to architecture, the alien brickies who built the towers in Nebulus frankly haven't got a clue. But somehow you've got to navigate your way to the very top of no less than eight of these structural monstrosities. It ain't going to be easy.

Lifts will take you up to where you want to be, but be careful - some of them may be traps.



Sometimes you have to go down to go up, if you see what I mean.

'or' in that last sentence; he can't walk and shoot at the same time, because if he's moving pressing fire will make him jump - he has to be stationary to use his weapon.

The gun doesn't help things much, though, because loads of the aliens you encounter are completely invincible. The only way to get past 'em is to avoid 'em, by running under, jumping over or just making sure you don't go anywhere near 'em.

There are eight towers to tackle. It may not sound like a lot, but believe me, unless you're some sort of Einstein, it'll take you a fair while before you set foot on the roof of the final tower. But when you do, don't give up there - go back and see if you can do it all any quicker.

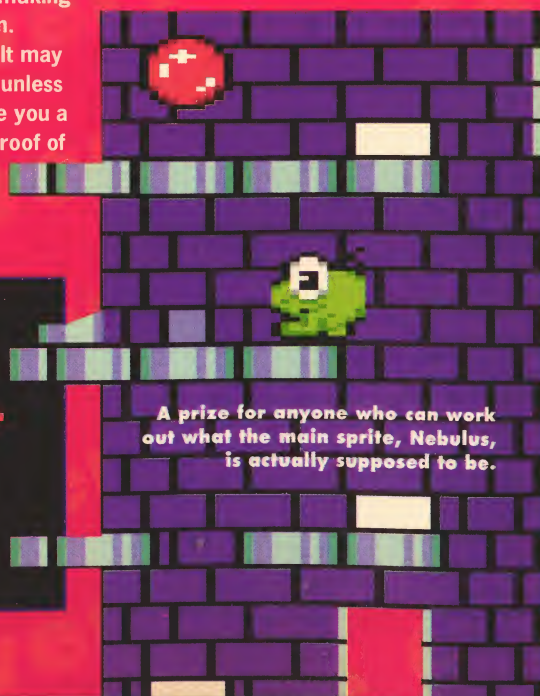
Listen out for the beep when the wibbly red lumpy things come on screen.



COMPLETE CONTROL

Left and right control your sprite's movements, up and down activate the lifts

(if he's standing on one). Fire button 1 makes him jump if you're moving and makes him fire his weapon if he's standing still.



There have been times this month when it's been difficult to get any work done because there have been so many people crammed into the office. Why? Nebulus, that's why. It's caused as much of a stir in the office as Elite did. The Nintendo and Sega folks from the neighbouring offices have been popping round at regular intervals to have a blast - but then, we've been popping round to Super Play recently to play Puyo Puyo, so I suppose it's only fair. Puyo Puyo just in case you didn't know is a Tetris-style game on the SNES with a fantastic two-player mode, and it has one important thing in common with Nebulus - an addictively simple concept.

All you have to do is guide your amputated frog-like sprite to the top of a tower where a rocket ship will be waiting to whisk him off to another tower (it's not a very meaningful job for the poor little chap, but you have to get work where you can). Frog-features can walk, jump or shoot. Notice the watery sub-levels await you if you're good enough.



WAREHOUSE CLEARANCE!

AMSTRAD GAMES CARTRIDGES FOR THE 6128+/464+/GX4000

WE ARE ABLE TO OFFER THE FOLLOWING GAMES
CARTRIDGES AT
A SPECIAL OFFER PRICE OF £9.99
(WHILE STOCKS LAST):-

- | | |
|-------------------|-------------------------|
| ★ NO EXIT | ★ OPERATION THUNDERBOLT |
| ★ NAVY SEALS | ★ SWITCH BLADE |
| ★ PRO TENNIS TOUR | ★ KLAX |
| ★ BARBARIAN II | ★ ROBOCOP II |
| ★ BATMAN | ★ PANG |

ALL GAMES ARE UNBOXED AND WITHOUT INSTRUCTIONS
DON'T DELAY ORDER TODAY!

AMSTRAD 6128+/464+/GX4000

TRJAN PHAZER GUN WITH SKEET SHOOT CARTRIDGE	£29.99
ENFORCER CARTRIDGE FOR ABOVE.	£14.99
AMSTRAD BURNIN' RUBBER / LOCO BASIC CARTRIDGE	£19.99
AMSTRAD 6128+/464+ INSTRUCTION MANUALS	£14.99
AMSTRAD 464+ COMPUTER WITH MONO STEREO MONITOR	£125.00
AMSTRAD 6128+/464+ KEYBOARD MEMBRANES	£12.99
AMSTRAD PADDLE CONTROLLERS(6128+/464+/GX4000)	£2.50
AMSTRAD 6128+ COMPUTER WITH MONO STEREO MONITOR	£160.00
AMSTRAD GX4000 POWER SUPPLY UNIT	£15.99
AMSTRAD 6128+/464+ PRINTER LEADS	£9.99
AMSTRAD CM14 COLOUR STEREO MONITORS	£125.00
AMSTRAD MM12 MONO STEREO MONITORS	£85.00
AMSTRAD 464+ COMPUTER CONSOLES	£85.00
AMSTRAD 6128+ COMPUTER CONSOLES	£85.00

AMSTRAD 464 AND 6128 - GENERAL

AMSTRAD 464 LIGHT PEN & SOFTWARE	£19.99
AMSTRAD 6128 LIGHT PEN & SOFTWARE	£29.99
AMSTRAD 464 LIGHT GUN & GAMES CASSETTE	£19.99
AMSTRAD 6128 LIGHT GUN & GAMES DISC	£19.99
AMSTRAD GREEN SCREEN MONITOR GT65	£65.00
AMSTRAD CPC CASSETTE MECHANISM WITH TAPE HEAD & MOTOR	£29.99
AMSTRAD 464 CASSETTE HEAD ALIGNMENT KIT	£9.99
AMSTRAD CASSETTE TAPE HEAD DEMAGNETIZER	£9.99
AMSTRAD PRINTER LEAD (34 EDGE CONNECTOR TO CENTRONICS PLUG)	£9.99
AMSTRAD JY2 JOYSTICK	£9.99
AMSTRAD 464 TEACH YOURSELF BASIC TUTORIAL GUIDE WITH TWO CASSETTES	PART 1 £9.99 PART 2 £9.99

AMSTRAD 464 NEW CIRCUIT BOARDS WITH CHIPS/PLUGS ETC (PART No. Z70375)	£34.99
AMSTRAD 6128 CASSETTE LEADS	£5.99
AMSTRAD 464/6128 SPEECH SYNTHESIZER WITH STEREO AMPLIFIER & TWO SPEAKERS	£19.99
AMSTRAD MP1 MODULATORS (RECONDITIONED)	£30.00

IF YOU WOULD LIKE TO BE PUT ON OUR REGULAR MAILING LIST FOR SPECIAL OFFERS ETC. PLEASE WRITE AND ADVISE US STATING WHICH COMPUTER MODEL YOU HAVE.

We also stock spare parts, software etc, for Commodore 64 and Spectrum computers.

ALL ORDERS SENT BY RETURN:
CHEQUES/VISA/ACCESS/POs

TRADING POST,
VICTORIA ROAD, SHIFNAL,
SHROPSHIRE TF11 8AF
TEL/FAX (0952) 462135



THE AWARD WINNERS...

First disk drives for the CPC464/464+. Includes 3.5" disk drive, DDI-1 interface, connecting cables, power supply and utility software. The complete PLUG IN & GO solution. Full instructions and 12 months guarantee. Only £159.99. Please state 464 or 464+ when ordering.

Cherry Paint drawing program RRP £14.99
FREE with every first disk drive

Winner of the Best Disk Drive award,
Amstrad Action July '93

3.5" Second disk drives for the CPC464/664/6128. Top quality 'Panasonic' 3.5" drive mechanism, includes power supply, connecting cable, full 16 page manual, RAMDOS, RAMdisk & many more utilities. Format 800K per disk just like a PC, Amiga, Atari ST etc. The complete PLUG & GO solution.

SUPERB LOW PRICE, ONLY £64.99!!

ROMDOS XL

Superb high capacity disk operating system available on ROM or complete in its own ROMBOX! Nothing else compares with these features:-

- Built in disk formatter
- Built in file copying/erasing
- Full 19 page printed manual
- Built in Sector/Directory Editor
- Very simple to use
- Uses no user memory
- Auto detects format
- 464/664/6128 compatible

ROM version only £24.99
Complete in ROMBOX only £39.99

Winner of the Best Disk Operating
System award, Amstrad Action July '93

ALSO AVAILABLE...

3.5" Blank Disks Only £7.50 for 10
HACKIT - excellent Award Winning hacker/machine code programming cartridge. Only £24.99
PC-TRANS - transfer files from a CPC to a PC and vice versa. Only £24.99

RS232 Serial Interface - can be used to connect the CPC to another computer, modem, serial printer etc. Ideal for use with Amstrad NC100/200 (connecting cable available priced £9.99). Includes built in ROM software. NEW LOW PRICE £29.99

Please add £5.00 postage and packing to all disk drive orders. Other orders please add £1.00. All major credit cards accepted. Immediate despatch for credit card orders.

Siren Software, Wilton House, Bury Road,
Radcliffe, Manchester M26 9UR
Tel: 061 724 7572

Amscene

What's hot and not what's not on the CPC news front.

A decade of the CPC



Well, hey, life's just one big party for AA Ed Dave Golder (he wishes...)

We finally got the office cleared up after the massive issue 100 celebrations (and Simon finally recovered from his hangover) when realisation dawned – this year also marks the 10th birthday of the CPC.

It was on 11th April 1984 at the Westminster School in London that Alan Sugar first unleashed the CPC and changed home computing as we know it. It's a shame that subsequent machines haven't kept the CPC at the forefront of micro technology but there's no denying that the Colour Personal Computer has been a tenacious little beast, proving to be the most durable of the eight-bits, outlasting the Spectrum and the rapidly fading C64. When the major software stopped producing games, both those old stalwarts faded rapidly, but the CPC has survived because it was more than just a games machine; CPCers' interest in the serious side of computing and coding has kept the CPC scene buzzing long after the budget games stopped coming.

Not that there aren't still games coming out for the CPC. *Fluff* (though much delayed) looks set to be excellent and the forthcoming *Megablaster* also looks set to cause a storm. **Dave**

Campursoft conveyor belt continues

Campursoft have announced that their next projects are a video titling package and a revamped CAD (Computer Aided Design) program.

The company have acquired the rights to an old CAD package called *PCB Designer* which they intend to update and improve. There are few details on the video titling package as yet.

Meanwhile, *Basic Idea*, Campursoft's advanced on-disc coding tutorial which we were due to review this issue, has been delayed but should be out soon. The company's new version of the DTP package

MicroDesign Plus should also be available in a few months.

Contact Campursoft on 041 554 4735.

The last of the 3-inch discs?

The 3-inch disc has finally gone out of production. Maxwell, the last company to produce the disks have finally pulled the plugs on this non-standard disc format. The reason, the company states, is simply that they are not selling enough 3-inch discs to make them profitable.



Quantum relocate... again

Leaving a trail of unhappy customers behind them, Quantum recently relocated for the second

This might be the only glimpse you ever get of *ParaDOS*.

Amstrad 128K Microcomputer (v3)
©1985 Amstrad Consumer Electronics plc
and Locomotive Software Ltd.
PARADOS V1.0. ©1993 QUANTUM Computing.
PROPRINT Rom v1.5 ©1993 CampurSoft.
MAXAM 1's assembler ©1988 Arnor Ltd.
PROTEXT word processor ©1985 Arnor Ltd.
ROMDOS (C) KDS 1988. Tel. (04853) 2076.
Written by Dave Instone Brewer.
BASIC 1.1
Ready

Street crime?

Mystery surrounds the origins of *Street Rally*, the game from CPC Now! we reviewed in issue 101.

First, we found a virtually identical game on the C64, identical apart from two major factors – the C64 version was in Italian and it was PD.

Then we had a phone call from a



Mr David Gardener who was surprised to see a game he had picked up a couple of years ago in Blackpool called *Street Machine*, being reviewed under the name *Street Rally* as a new game. *Street Machine* came from a software company called Powerhouse and was written by a Kevin Stone.

James Hockney of CPC Now! says that when he came the game *Street Rally* "it didn't have any copyright notices on it" and so decided to market it here.

If anyone else can shed any light on this affair, please contact us here at the *Amstrad Action* office. But whatever you do, don't buy the game.

Is it *Street Machine* or *Street Rally*? Is it any good?

Robot reopened

Robot PD, run by AA's own Richard Fairhurst, is now back in operation, but with a slightly new look. It will only be dealing in software which it produces itself (stuff that Richard's written, basically). This includes things like the DTP package *PowerPage* and *CharleyTraCker*, a new music package.

All discs cost £2.95, but you need to include a stamped addressed envelope to cover the return postage.

Richard's new fanzine, *Better Than Life*, which includes a disc, is also available now from Robot, priced £2.25 plus an SAE.

Contact Robot at 2 Trent Road, Oakham, Rutland LE15 6HF.

Beng! come bouncing back

The pan-European coding group Beng!, responsible for many of the best games on the PD circuit, is picking itself up and striking out in new directions after losing a few key members (as reported in last month's *Amstrad Action*).

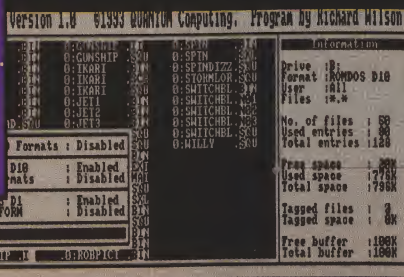
The group has divided into two sections – one for the CPC the other for the PC. This means that members tempted over to the PC can remain in touch with the CPC side of things. "Now Beng! will rise again as the best group on the CPC," reckons Beng! coder DSC.

be dispatched as soon as possible. Quantum is undergoing a few organisational changes (hopefully for the better). Could anybody who is still waiting for Quantum stuff hold onto their pants and drop us a line just to remind us of their grievances."

Quantum is now based in Swansea and is being headed by Dan Heatley and Matt Gullum of Presto PD fame. The new address is

170 Tyn-Y-Cae,
Alltwen, Pontardawe,
Swansea, West
Glamorgan SA8 3DN
0792 830329.

ParaDOS – have you seen yours?



Amscene Directory

PD Libraries

Amsof

☐ Lissenly, Cloyne, Middleton, Ireland

Large range of European stuff.

Braysoft

☐ 2 St Margaret's Road, Hayling Island, Hants, PO11 9BP.

3-inch disks only.

Colrob PD

☐ 9 Aviemore Road, Hemlington, Middlesbrough

New tape-only PD library

Dartsma

☐ 081 855 7790

☐ 49 Heavitree Road, Plumstead, London SE18 7QX.

They have also taken over Debbie Howard's Adventure PD collection.

Demon

☐ 47 Hilton Avenue, Hall Green, Birmingham B28 0PE

3.5-inch discs available.

Disk PD

☐ Lower Dextbeer, Dextbeer, Holsworthy, Devon EX22 7LA.

☐ 0288 82348

GD PD

☐ 49 Woodville, Barnstaple, Devon EX31 2HL

Image PD

☐ Darren Dodds, 15 Elmwood Drive, Ponteland, Newcastle-Upon-Tyne NE20 9QX

Also provides a digitising service.

PD Fun

☐ 41 Michaelgate, Kirkby Lonsdale, Via Carnforth, Lancs LA6 2BE

A policy of 'no serious software'.

Power PD

☐ 83 Longleat, Great Barr, Birmingham, West Midlands B43.

Presto PD

☐ 33 East Lane, Sandiway, Northwich, Cheshire CW8 2QQ

Signal Software

☐ 83 Longleat, Great Barr, Birmingham, West Midlands B43.

Sheepsoft

☐ 0446 736529

Based in Wales, of course. Baaaaa

Sleepwalker PD

☐ Disk software: Joe Moulding, 9 Meeting House Lane, Balsall Common, Nr Coventry CV7 7FX

Special offer to AA readers – if you send Joe a disk he'll send you a free selection of PD. Only one selection per person, please.

The Vault

☐ 43 Windfield Gardens, Clybourn Road, Galway, Ireland.

☐ 010 353 91 28204

A new but rapidly expanding library with lots of European software.

Ultimate PD

☐ 26 Woodside Road, Irby, Wirral, Merseyside L61 4UL

New PD library that specialises in 3-inch disk and tapes and has a wide selection of 'mathematics' programs available (whatever that means).

If you want to be included in the Directory, or you know of any information that needs to be updated, write to: Amscene Directory, Amstrad Action, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Fanzines

Amszine

☐ Gayton, Laneside Road, New Mills, Via Stockport, SK12 4LU

☐ 0663 744863

The Eliminator

☐ 14 Station Road, Riccall, York, North Yorkshire YO4 6QJ

CPC User

☐ 0329 234291

The UAUG's fanzine.

CPC Undercover

☐ 37 Trillicking Drive, Brantlesholme, Bury, Lancashire

A technically-minded fanzine that's also on the look out for writers.

Ultra Games

☐ 20 Lancaster Terrace, Chester-Le-Street, Co Durham, DH3 3NW

Cassette-based multi-format fanzine from the man who used to produce *Am-Com*.

User Groups

Amstrad Contact

☐ 0403 753348

Sussex-based group that also runs a technical helpline for CPC users.

UAUG (United Amstrad User Group)

☐ 0329 234291

An AA-recommended user group.

WACCI

☐ 0602 725108

If you're seriously into the techy side of the CPC then you really shouldn't be missing out on WACCI. They're fab.

Independent Software Companies

Avatar

☐ 0274 602180

Suppliers of Phil Craven products, and a few of the Bonzo titles.

Campursoft

☐ 041 554 4735

You name it, they do it, really – take a look at the interview in ish 96.

DMP Software

☐ 89 Wolverhampton Road, Codsall, Wolverhampton WV8 1PL

Over 30 home-programmed games and serious programs on both tape and disk.

Gary & Scott Kennedy

☐ 061 736 1204

Authors of *Trakers*, a truly great CPC game (don't argue).

New Age Software

☐ 01049-711-4201920

Responsible for *Zap'T' Balls*, the excellent *Soundtrakk*, and, hopefully, a few more titles pretty soon.

Radical Software

☐ 081 856 8402

Still releasing top-quality, new software for the CPC. If you've written a program you think is worth releasing this lot would love to hear from you.

SD Microsystems

☐ 0760 720381

Specialists in business software – take a look at the feature in AA93.

Sentinel Software

☐ 081 876 7032

Suppliers of selected STS titles and a few original products. They don't arf churn 'em out.

Siren Software

☐ 061 724 7572

It'd take a hell of a time to list everything they do – check out their ad (it's the yellow half-page one).

VerySoft

☐ 450 Roughman Road, Wingfield Estate, Rotherham, South Yorkshire.

The people who brought you *The Gripper* and *Comparator*. They're also on the look out for new programmers.

Big Softies

So you can ring them up and hassle 'em about releasing some new stuff.

Alternative Software

☐ 0977 797777

CodeMasters ☐ 0926 814132

Gremlin/GBH ☐ 0742 753423

Ocean/Hit Squad

☐ 061 832 6633

Titus/Fox Hits ☐ 071 700 2119

Touchdown ☐ 0268 541126

Virgin ☐ 081 960 2255

US Gold/Kixx ☐ 021 356 3388

Zeppelin Software

☐ 091 385 7755

Hardware

Datel ☐ 0782 744707

The place to go for mice, printers, memory expansions, all that sort of stuff.

Microform Fax: 0772 703131

Drives, upgrades, disks, all sorts of techy stuff like that.

Romantic Robot

☐ 081 200 8870

Creators of the Multiface.

WAVE ☐ 0229 829109

Suppliers of loadsa good stuff – their ad is on the back cover.

Software suppliers

OJ Software ☐ 0257 421915

Fast friendly service, the ad says. And it's right. They've got an impressively wide variety of software on offer as well.

Software Cavern ☐ 0628 891101

Probably the largest selection of CPC software for sale in the known universe.

Software Express

☐ 0463 240168

A new company in Inverness.

Tronics North

☐ 010 6177 253 766

☐ PO Box 7419, Garbutt, Queensland Australia, 4814.

The largest supplier of software and CPC bits'n'pieces in the southern hemisphere.

Mail Order

Trading Post ☐ 0952 462135

They're offering loads of cut-price cartridges at the moment.

Trojan ☐ 0554 777993

The people to speak to for cartridge and lightgun stuff.

Wizard Games ☐ 0723 376586

Games, games and yet more games, basically on every imaginable format.

Upgrades and repairs

Avatar

☐ 0274 602180

WTS Electronics

☐ 0582 491949

Amstrad-authorised repairs specialists.

How to be sure you'll get 104

Be prepared for anything. Expect the unexpected.

You never know, it could happen. You're local newsagent might (are you sitting down?) run out of copies of *Amstrad Action*!

You might think it's one of those things that only happens to other people. But it could happen to you. What you need is some insurance and we have the policy to suit you. All you have to do is fill in the policy document to the right and hand it to the second party (your newsagent) and he'll save a copy of the third party (*Amstrad Action*) for you every month.

Dear Newsagent,
Please save me a copy of...

AMSTRAD ACTION

...every month. It comes out every third Thursday of the month and is produced by those wonderful people at Future Publishing.

My name

My address

MAG*SAVE

PERIPHERALS

ROMBO ROMBOARD
Now only £25.00

The most widely used of all Romboards. 8 sockets each with an on/off switch; high 8 or low 8 ROM slots selectable; facility for a ZIF socket or 16k RAMROM.

DISCOUNTS

20% with the Dual-Mode Disk Drive
10% with ROM software of 20 and over

VIDEO DIGITISER
Now only £65.00
(see also D.I.Y. Kits)

This is the ROMBO VIDI. It captures pictures from any video source such as a video recorder, camera or another computer and saves them to disc. The pictures can be manipulated in many ways. Pictures can be imported into standard packages like Stop Press, Advanced Art Studio, etc. VIDI software on ROM - add £5

32k RAMROM - £14.95

(see also D.I.Y. Kits)

32k of RAM that thinks it's two ROMs. When loaded with ROM software, each 16k block behaves exactly like a ROM, even surviving resets, until the computer is turned off. Its primary purpose is to test ROM software during development, making the blowing and erasing of EPROMs unnecessary.

EPROM PROGRAMMER

with ZIF socket.....£30.00

with EJECT socket.....£35.00

Programs 8k and 16k EPROMs; 12.5v and 21v type; full or part EPROM or single bytes. ROM file editing. Supplied with easy to use menu driven disc software. PD games ROM file, ready to blow, and utilities to turn BASIC and machine code programs into ROM files.

ROMONOFF SWITCH £7.95

(see also D.I.Y. Kits)

Connects to the expansion port to turn all external ROMs on or off as needed. It is not suitable for a 464 with an external disc drive interface as the disc ROM would also be turned off.

3 1/2" DUAL-MODE DRIVE

Winner of the Best Disk Drive
award Amstrad Action

The above statement is untrue. Amstrad Action never presented such an award. Don't be deceived by any such statement wherever you might see it.

The No.1 3 1/2" disc drive package around.
The price includes all of these:-

• MS800 on disc • MS800 on ROM • 22 Disk
• 10 blank discs • Power supply • Carriage

Our drives do everything that all other drives do - and a good deal more! Check it out.

MODE 1

Works as a complete alternative to the normal Amstrad 2nd drive (FDI), storing 180k on each side of the disc.

MODE 2

Full, unimpeded use with RODOS, RAMDOS, ROMDOS and ROMDOS XL, giving up to 800k per disc without the need to use the drive's clever side switch. Full 800k use of MS800 (see below).

OVERALL

Ultra quiet TEAC mechanism; can be used as a 14Mb drive on other computers; super small; separate power supply included; sleek, sturdy metal case. You need to buy nothing else to use your drive immediately. There is a 20% discount on the ROMBO ROMBOARD if it is purchased with the drive.

This drive is not suitable as a 161 1st drive.

Suitable as a 161 Plus 1st drive with an interface.

This drive is not suitable as a 464 1st drive.

Suitable as a 464 Plus 1st drive with an interface.

Please state your computer model when ordering.

£79.95
complete

MS800 - high capacity disc system

Simply the best and not without many good reasons. MS800 stores up to 400k on each side of a 3.5" disc - making a total of 800k. Each side has its own directory so discs full of small files can still fit their directories on the screen. MS800 makes stand alone discs.

MS800 is the ONLY system:

that does not need to be present for the discs to be used, that is compatible with all software including CPM, that uses no memory at all, that can use its discs in drive A (ABBA switch users) and that works with the Plus machines.

It is supplied with its own copying utility and a program that allows many uncooperative games to run from drive B. Check out all these features against the rest and you will see why MS800 is simply the best. MS800 on disc or ROM.....£9.95

UTILITIES

BONZO SUPER MEDDLER 13.95

Super tape to disc transfer utility. Deals with most forms of protections. Massive and increasing database of verified transfers. STAND-ALONE transfers.

BONZO BLITZ 13.95

Transfers all forms of SPEEDLOCK tapes onto disc, producing STAND-ALONE transfers. Large database of verified transfers. Includes 4 FREE adventures.

BONZO'S FLASHPACK 9.95

Over 60 powerful additions to BASIC for use within your own programs. Produces stand alone programs. i.e. Flash Basic does not need to be present for the programs to run.

BONZO'S BIG BATCH 9.95

Fast, flexible DATABASE, superb POOLS PREDICTOR, SCREEN and SPRITE DESIGNER.

MAXIDOS 13.95

The most comprehensive and effective of all CPC disc utilities. All functions work with AMSDOS, CPM, RAMDOS and ROMDOS formats.

Functions include: disc/file copy, optimise discs speeding up accesses by up to 50%. CAT includes erased files, erase files, unerase files, disc editor, format, CAT file information, identity format, kill files, rename files, print CAT, set user numbers, make files Read Only, ReadWrite. System and non system, backup discs, verify discs, archive discs to tape and much more.

22DISK (Shareware) 5.00

The premier CPC to PC to CPC file transfer utility. Works with AMSDOS discs and one of the MS800 formats so your program's data discs can simply be taken straight to the PC for file transfers. 22DISK runs on the PC.

ROM SOFTWARE

PROTEXT £30.00 UTOPIA £25.00
PROSPER £25.00 MAXAM £30.00
PROMERGE £25.00 MAXAM 1.5 £25.00
PD GAMES £3.50 VIDI ROM £5.00
6128 ROM £25.00 MS800 £9.95

RS-232 (dual-channel)

with comms software
by the designer of the PACE RS-232

£39.95

3rd DRIVE SWITCH12.95
ABBA SWITCH12.95
SIDE SWITCH (plug-on)5.95
ABBA & SIDE combined14.95
3" individual disc cases10 for 5.95
3.5" discs10 for £7.50; 30 for 20.00
3.5" locking disc box (40)7.95
64k RAM PACK (DkTronics)39.95

D.I.Y. KITS

All kits marked * require alterations to your computer's circuit board. If you are not comfortable with this, don't buy the kit.

Kits that are not stated as machine specific work on all machines.

All kits are supplied with diagrams and full instructions.

VIDEO DIGITISER46.00

This is the full ROMBO VIDI and includes everything you would receive if you bought it ready made.

32k RAMROM.....TBA

SIDE SWITCH.....3.00

(alteration to your disc drive's cable)

ABBA SWITCH*3.00

3rd DRIVE SWITCH7.50

Romonoff SWITCH4.50

464-6128 CONVERSION*45.00

This is the complete 6128 circuit board which includes the disc interface and the 128k RAM. The conversion is to replace the 464 circuit board with the 6128 one and the result is a 6128 in a 464 case. A disc drive is also needed.

6128 ROM*25.00

6128 Plus TAPE socket*18.00

(includes the REMOTE facility)

464 Plus DISC interface*30.00

464 Plus extra 64k RAM*15.00

We will fit the following kits for you if you send your computer to us:-

6128 ROM.....40.00

6128 Plus TAPE socket30.00

464 Plus DISC interface.....45.00

464 Plus extra 64k RAM25.00

All prices include carriage

SAE for fuller details of these kits

Power-up

The AA crew muscle in the the platform action in Fluff as the weirdest bunch of computer game baddies you're ever likely meet.

Fluff

The star of this month's AA rave meets some mightily bad nasties in the real game, but their nothing compared to the horrors of facing the AA crew. It's a fate worse than dying three times a game.

Simon Forrester,

aka The Happy Hippy Hairy Monster

"Yeah man, peace to the world. Except to those who try to get past me 'cause that'll mean bad vibes and you'll have to wear flares for the rest of your life. (Look, do I really have to say trash?)"

Playing tip - Hack into the tree to get past the Happy Hippy Hairy Monster; he'll be so phased by the blatant damage you're doing to a beautiful living thing that he'll faint.

Clur, writer and general dogsbody,

aka The Talk The Hind Legs Off A Donkey Monster

"It's like this, see, me and a mate were walking down the high street and we were passing that hippy shop, you know the one that sells those pointy candles... the one where I saw Rob Newman buying some incense... you know he was in that Mary Whitehouse thing... I saw them live in Bristol, you know... anyway what was I saying...?"

Playing tip - Deal with Clur like you'd deal with a nagging Aunt. She may sound scary but her bark is definitely worse than her bite. As long as you're quiet she won't notice you sneak past.

Lisa Kellett, art editor,

aka The Shop Until You Drop Monster

Lisa will go to the ends of the earth to protect her purchases. Here's a woman who definitely doesn't claim on her Barclay card insurance. Go anywhere near her shopping and she'll whack and wallop you black and blue with a whole range of carrier bags (including a rather nifty paper one from Boules). It doesn't hurt that much but you're left with a few nasty bruises and a hurt pride.

Playing tip - The only way to halt the shopaholic from hell is to take away her credit cards at which point she is rendered utterly powerless. Pop into the nearest shop, pretend to be a sales person and when she pays for the goods keep her card. Just keep on reminding yourself that it's for her own good.

Dave Golder,
editor and
boss (or should
that be bossy?),
aka The
Fiendish Food
Flinger

The problem with Dave is that he finds it hard to be threatening; he's got such soft sweet nature just can't cope with being a baddie (is someone taking the mick? - Dave). So instead of attacking you, Dave just nicks all your food and eats, thus draining all but a smidgen of your energy. To add to that, all the food makes him even fatter and he blocks off the exit he's guarding completely. Avoid him at all costs.

Playing tip - The only way to get past Dave is to lure him away from his post with a trail of grub (tuna butties work really well).



(0257) 421915

O.J. SOFTWARE

Fast Friendly Service

(0257) 421915



ADVENTURES

Achelon£12.95
Avon (with Murdoch)£15.95
Countdown to Doom£12.95
Giant Killer (Maths Adv)£15.95
Kingdom of Hamill£12.95
Last Days Doom/Hexarin£15.95
Myth (Role Play)£6.99
Philosopher's Quest£12.95
Spysnatcher£12.95

ARCADE

Alien Storm + Sh Dancer£12.95
Bananza Bros£4.99
Captain Planet£12.95
Captain Blood£6.99
Cisco head£3.75
Dizzy Crystal Kingdom£8.50
Dbl Drag III + Rodland£12.95
G-Loc£9.99
Galactic Games£6.99
Incredible Shrink Sphere£6.99
Lemmings£12.95
Light Corridor£6.99
Midnight Res + Nightbreed£9.99
Mystical£6.99
North & South£13.95
Paperboy II£12.95
Pop Up£6.99
Prehistorik II£9.50
Rock n Roll£12.95
Rodland + Dbl Drag III£12.95
Spherical£6.99
Strider II + UN Squadron£6.99
Super Cauldron£9.50
Teenage Turtles£6.99
Titus the Fox£12.95

SPECIAL OFFER ON DISCS

Bonanza Bros£4.99
Monby Python£2.99
Monopoly£2.99
Off Shore Warrior£2.99
Sporting Triangles£4.99
Wild Streets£2.99

DISK COMPILATIONS

CLASSIC 4 GAMES£8.95
MINDSTRETCHERS£12.95
SOCCER MANIA£15.95
FMgrill, FMgrill/Cup, Gazzza, MProse Socc£15.95
DIZZY COLLECTION£8.50
DIZZY EX. ADVENT£8.50
SUPERSTAR SEYMOUR£10.95
DREAM TEAM£6.99
HANNA BARBERA£4.99

STRATEGY/SIMULATION

Cluedo£6.99
Colossus 4.0 Bridge£3.75
Colossus 4.0 Chess£3.75
Football Manager II£3.75
Football Manager II + Exp Kit£9.99
Football Manager III£12.95
Football Manager World Cup£6.99
Monopoly£2.99
Sporting Triangles£3.75
World Class Rugby£12.95
W.Cup Italia 90 (Not CPC+)£6.99

ACCESSORIES

AMX Mouse & Interface£34.95
AMX Mouse + Adv Art + Mouse Mat£54.95
Amstrad FD1 2nd Disk Drive£59.95
Cassette Alignment Kit (Inc. Game)£7.95
Cassette Lead (with REM Conn)£3.95
Disk Drive Cleaner 3"£5.95
Disks 3" Maxell£12.50
464 £8.95, 6128 £9.95
Kboard Ext Leads 464+/6128+£9.95
Printer Cable CPC£8.95
Printer Cable CPC+£7.95
Joystick Splitter£2.99
64k Memory Expansion 464£44.95

BUSINESS/UTILITIES

Advanced Art Studio 6128£19.95
Adv Art + AMX Mouse + M Mat£54.95
Colour Dump 3 (Col Scr Dump)£15.95
Crash Course Typing Tut 6128£20.95
Discology (Disk Utility)£12.95
Mastercalc 128 (128k)£27.95
Masterfile III (128k)£29.95
Microdesign + DTP for 6128£29.99
Microdesign + AMX Mouse£59.99
Mini Office II CASS£12.95
Money Manager (+PCW)£24.95
Printout (Print Enhancer)£15.99
Protect CASS£16.95
Protect CPM (6128)£51.95
Prospell£20.95
Prototype (Print Enhancer)£23.95
Tasword 6128£24.95
Tas-Spell (For Tasword)£20.95

JOYSTICKS

CHEETAH Bug£13.95
CHEETAH Mach 1£11.95
KONIX Speedking£11.95
KONIX Navigator£13.95
QUICKSHOT Python 1£10.95
QUICKSHOT Python 1 Microswitch£11.95
ZIPSTICK Super Pro£14.95
Games Paddle£8.95

EDUCATION

Fun School I Under 5£8.95
Fun School I 5-8£8.95
Fun School I 8-12£8.95
Fun School II Under 6£3.99
Fun School II 6-8£3.99
Fun School II 8+£3.99
Fun School III Under 5£10.95
Fun School III 5-7£10.95
Fun School III 7-11£10.95
Fun School IV Under 5£10.95
Fun School IV 5-7£10.95
Fun School IV 7-11£10.95
Playdays 3-8£10.95
Lets Play with Words 4-8£12.95
Fun with Words 7£8.50
Read Right Away 1 5-8£9.95
Read Right Away 2 6-9£9.95
Read Right Away 3 7+£9.95
Better Spelling 9+£8.95
Lets Play Numbers 4-8£12.95
Lets Play Money 4-8£12.95
Primary Maths 3-12£24.95
Fun with Numbers 7£8.50
Target Maths 6-13£12.95
Micro Maths 11+£24.95
Better Maths 12-16£8.95
Mega Maths 15+£24.95
French Mistress 11+£16.95
German Master 11+£16.95
Spanish Tutor 11+£16.95
Micro English 8-Ad£24.95
The Three Bears 5+ (6128)£12.95
Five on Treasure Island£9.50
Granny's Garden 6-10 (6128)£19.95
Dragon World 6-10 (6128)£23.95
Giant Killer Maths Adv 9-14£15.95
Answer Back Quiz 6-11£11.95
ADDITIONAL QUESTION PACKS
Arithmetic 6-11£7.95
Spelling 6-11£7.95

PRINTERS

All printers listed below are suitable for use with AMSTRAD CPC, ATARI ST, COMMODORE AMIGA, IBM PC & COMPATIBLES

When ordering please state computer

PANASONIC KXP1170£144.95

STAR LC100 9 Pin Mono/Colour£169.95

(Inc. Colour/Mono Ribbon + Colouredump 3)

STAR LC24-100 24 Pin Mono£219.95

All prices include cable & delivery

PRINTER RIBBONS

Quantity: 1 2 5
DMP 2000/3000£3.75
CITIZEN 120D£3.95
KXP10/1180£3.75
LC10/20/100£3.75
LC24/20/200£3.95
KXP1124£3.75
LC10/100 Colour£8.95
LC200 Mono£4.95
LC200 Colour£11.95

Other printer ribbons please phone

RIBBON RE-INK£12.95

BUDGET CASSETTES £3.75 EACH

Chuckie Egg£3.75
Continental Circus£3.75
Dizzy Magicland£3.75
Double Dragon£3.75
F16 Combat Pilot£3.75
Golden Axe£3.75
Italy 1990£3.75
Matchday£3.75
Outrun Europa£3.75
Quattro Fantastico£3.75
Rick Dangerous£3.75
Scoby Doo£3.75
Seymour WWest£3.75
Soccer Double 2£3.75
Step the Slug£3.75
Teenage Turtles£3.75
Turrican II£3.75

HOW TO ORDER:- ACCESS/VISA TEL OR FAX (0257) 421915 MON-FRI 8.30 - 17.30 SAT 8.30 - 12.30
BY POST:- LIST ITEMS REQUIRED. MAKE CHEQUES/PO'S PAYABLE TO O.J. SOFTWARE. SEND TO O.J. SOFTWARE, 273 MOSSY LEA ROAD, WRITHINGTON, NR WIGAN, LANCs WN6 9RN
POSTAGE:- UNITED KINGDOM, ORDERS OVER £5.00 POST FREE (ORDERS UNDER £5.00 ADD 50p). POSTAGE:- OVERSEAS (AIR) ADD £1.00 PER ITEM SOFTWARE (PAYMENT BANK DRAFT/CREDIT CARD)
PLEASE WRITE OR PHONE FOR LATEST PRICE LIST (ANSWERPHONE/FAX OUTSIDE NORMAL HOURS)

Back-up and

To back up or to not back up? That is the question that Clur Hodgson puts to the CPC industry to find out whether software backing-up devices are the root of all piracy or essential utilities that are keeping the CPC scene alive.

Backing-up in progress

Copying devices come in many shapes and forms, but they're mainly distributed as programs on disc. A lot of them are actually public domain, but for a really good one you're going to have to pay. It won't cost you a lot of money but at least you'll have the support of the company you bought it off if you get stuck.

What most copying devices do is break the program up into handy little chunks neat

enough to store in memory and then transfer the sections separately onto a new disk, so that you end up with an exact copy, track for track, sector for sector, byte for byte, of the program you started with.

Some backing-up programs also contain 'cracking' elements which crack into software code in order to get around anti-piracy protection. File under controversial.

Take a look at any stereo system and chances are it'll feature a tape deck which you can use to record CDs, LPs and perhaps even other tapes. Odd that. Why? Because home taping is illegal. Selling stereos with equipment that enables home taping isn't, but home taping is. Even if you only want to record the stuff for personal use, in the eyes of the law, if you do it, you're a criminal. Home taping is killing the recording business, apparently.

A similar slogan is familiar in the home computer market – software piracy is killing the software industry. And there are programs available to CPC users that seem to parallel tape decks, in that they enable you to make copies of software – they are known rather euphemistically as 'back-up devices'. But the law isn't quite as cut and dry when it comes to copying software as it is in matters concerning tapes and CDs.

Making copies of games and giving them away or selling them is definitely illegal, there's no getting round that one, no matter how you try to explain it away. But what a lot of people don't know is that it is now legal, thanks to a new EC law, to make back-ups of your software.

The law isn't very clear, though; a lot of factors come in to play to decide whether you

are allowed to make back-ups or not. The law says that you are allowed as long as it's necessary for the smooth running of the software – what that actually means in real terms is anyone's guess. But whatever you do, remember that any back-up must be for your use and your use only – if you sell the original second hand then you must dispose of your back-up.

But is it piracy?

The problem is that backing-up devices and piracy have become irrevocably linked in the minds of many people. It's really difficult for a lot of people in the industry to look at the issue of backing up software without looking at the issue of piracy. For example, Roger Hulley from Alternative Software says: "Let's face it, 99 per cent of the back-up devices available, as we all know, are used for piracy."

More and more back-up programs seem to be available for the CPC, but is it legally or morally correct to use them? After all, many games have anti-piracy code to stop you copying them, while many of these backing-up devices also include 'cracking' software for getting around these anti-piracy measures. And what about the view, adhered to by people like

Rob Scott of Avatar, that, "how can it be wrong to copy games when you can't actually buy them any more?"

Paul Miller of Hit Squad, however, wouldn't agree with that: "Using the excuse they can't buy them any more is totally unjustified because it's not true. The full Amstrad range from Hit Squad is available through branches of Toys'R'Us if not through Ocean (Hit Squad's parent company – Dave) itself. There are 44 Toys'R'Us stores in the country so it shouldn't be that much of a problem to get hold of the games."

Hmm, this comes from a company that, the very next day, told us that all their CPC games were on the way to the incinerator. There are very few CPC owners who agree that getting hold of games was that easy.

And the vast majority of people using software back-up devices are not necessarily crooks. After all, even the producer of games like *Fluff*, Rob Buckley of Radical Software, admits that: "I don't usually put any copy protection on my stuff anyway, because people will want to make back-ups of their software".

Some people take an even more extreme view. One reliable source from within the computer industry reckons that: "unofficially I don't think copying games is all that bad a thing. A large percentage of the circulation of games might be pirated copies but that doesn't mean that if they didn't have that illegal copy they would have gone out and bought the game. A lot of the time they don't actually play them, the game just sits in a box somewhere. If someone copies a game from a certain producer, plays it and thinks that it's alright, then the next time they have the money to buy stuff they'll think, 'that producer's game was okay so I'll give this one a go'."

be damned?



Basically, there are a lot of honest people out there who just don't want to risk losing their favourite game or utility forever because of the unreliability of data storage systems.

Is it a crime?

So are backing-up devices a crime against humanity leading to hundreds of unemployed software company bods or are they a necessary part of any computer users' collection? We thought the best thing to do was to ask the people in the software industry who count. No, not the

accountants, the producers of the software that you want to back up; no one has more of a stake in the debate than them. Some of their views might surprise you.

"They should put their intelligence to better use"

PAUL MILLAR, HIT SQUAD

"I don't have a problem with legitimate owners of your software making back-ups for their own use at all. But as for people copying our old games using the excuse that they can't buy them any more, that's totally unjustified. If the pirates are that talented that they can hack into our old games to copy them then they should be putting their intelligence to better use and going out and developing software themselves.

"If we ever came across anyone who was pirating our games we'd pass the information straight on to FAST and let them deal with it."

"Blatant copyright infringement"

CRAIG JOHNSON, KIXX

"I think if back-ups are strictly for personal use and only used for backing up legitimate software then I've no real reservations, purely because tapes are notoriously unreliable and through continual wear and tear they may well give way. I don't object to an individual making one back-up copy of a particular

game for their own personal use but if a company is going out to market copying equipment for non-personal use then that's a different story. As for the games not being available and that making copying okay, we have got quite an extensive range of products for the CPC, somewhere in the region of 80-90 titles

and I appreciate that there is a difficulty in getting hold of them but they are all available from us so that argument doesn't cut it with us. Any copying of any product is, regardless of the reason, illegal. It's blatant copyright infringement and tantamount to theft. In



So where do you stand?

You might be a bit confused about what's strictly legal and what's not. Don't feel isolated – the legal system never seems designed to be comprehended by mere mortals. Anyway, here's Robin Lawrence, the operations manager at FAST to try and clarify matters:

"The law regarding copying devices is basically that the use of any device that has been specifically designed or adapted for infringing copyrighted work would constitute a criminal and civil infringement depending on the circumstances. Under the new EC software directive people now have a right to make a back-up of their software as far as is necessary for the legal use of that software. The new directive gives a limited right to decompilation and also a limited right to back up, but it is a limited right and it is quite specific; you can only back up as far as necessary for legal use.

"For example you wouldn't need to have a back-up of cartridge-based software, but it may be necessary to have a back-up of some disc- or cassette-based software. So really it depends on how you are using the back-up devices and whether you're entitled to have a back-up in the first place.

"Anyone who copies software without the permission of the owner breaches copyright and that is a criminal offence. You can't cross format, without permission of the copyright owner. Basically it's up to the software company as to whether they object to it or not. And it is dependent on the conditions whether they would be prosecuted or not.

"Any person who infringes copyright risks up to two years in prison and a substantial fine (up to £5,000 per count) and indeed if there's any question of them copying trade marks in the process they can go to prison for up to ten years.

"Basically what FAST and the law are saying about back-ups is that if you want to back up your software, be it from tape to tape, tape to disc or disc to disc, then it's best to get the permission of the copyright holders before you do. And that means getting in contact with the software house that produces the software, or in some cases contacting the programmer. The only time when it is perfectly legal to copy and distribute copies of software is if the program is public domain. As long as you're sure the program is PD you can give a copy to whoever you want.

"If someone is concerned about the legality of their's or anyone else's software then they should contact us on our piracy hot-line ☎ 0628 660377."

Er, I hope that's all clear now.

Watchdog

FAST is the Federation Against Software Theft, a watchdog organisation for the software industry. We asked Robin Lawrence from FAST to explain what the organisation's all about. "The Federation Against Software Theft was set up in 1984 following the computer industry lobbying Parliament to get the copyright law changed to include computer software. The government agreed to changing the law on the condition that the software industry set up their own watchdog

body to enforce the new rules. We are responsible for doing two main jobs: first of all marketing via advertising to the general populous about copyright and things of that sort of nature and also giving out free materials to companies to make sure they can stay legal. Secondly, on the piracy side, on behalf of their members, we can prosecute anyone found to be breaking the computer software laws." And that includes you, if you are one of the thousands of millions of people in the world who own or use – maybe unwittingly – a piece of pirated software.





the end piracy is a vicious circle because if publishers like us are unable to generate revenue from sales of these products then we'll end up by not publishing any more. It's ruining the market really."

"It's down to sheer greed at the end of the day"

ROGER HULLEY, MD Alternative Software

"We don't think there's any reason to do a back-up. We do a copy of the game on both sides of the tape in most instances, unless it's a

compilation in which case there are different games on different sides. If the situation was one in which a person wanted to do a back-up and we knew it was going to be genuine, if they wrote to us we would probably

give our permission to do so. Let's face it, 99 per cent of the back-up devices available, as we all know, are used for piracy and generally as the user out there for £3.99 can buy a cassette with the game recorded on both sides there's no point

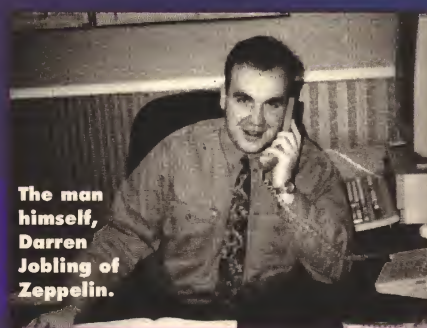
really. For every one game we sell about 19 are pirated. It's down to sheer greed at the of the day, nothing to do with price; most of our games are low in price so it's not a case of the products being to highly priced so the pirates can't use that excuse. Many of these people who are into the piracy of software, are, shall we say, dealing in other things that are highly illegal - you only have to look at half of them, to be honest, to know that's the case. All they're doing is damaging this industry, they don't care about the industry, they don't care about the machine, all they want to do is make a quick buck, and then move on to the next thing that they can rip off. If we came across anyone pirating our games we would report it directly to FAST via ELSPA. We do have the right to seize counterfeits of our products, but the chances are that we would go through the official route."

"90 per cent of copies of our games in circulation are pirated"

DARREN JOBLING,

Operations manager, Zeppelin

"All of our cassette games carried a warning not



The man himself, Darren Jobling of Zeppelin.

to copy or back-up our games. The only good thing that I could say concerning back-up devices is the likes of ourselves and other manufacturers unfortunately are no longer mass producing CPC games, we haven't got any CPC games in stock at the moment, we're only making up special orders. Therefore if someone

who has a problem with a game they've bought legitimately contacts us we wouldn't be able to replace the game. In that case it would be a wise thing to back-up your game.

"We own the copyright to all our games and there are various legal obligations that we have to the programmers, so making the excuse that our games aren't available any more



Contacting Bonzo's scrapyard

DAVE MUGGERIDGE, Amstrad Contact
(A fanzine run in conjunction with Bonzo's Scrapyard, a service devoted to cracking games code)

"I would say that people have got a right, really, to back-up software for their own use. But what I don't like is when you go to car boot sales and see people with masses and masses of 3-inch and 3.5-inch discs, all backed-up copies, and they're selling them.

"The problem, in my eyes, happens when people want a game which should be available on disc but it's not. All the budget games are never available on disc. So there should be some method where people that have got disc drives should be able to transfer their software

"If people know they can make a back-up they tend to go and buy those games."

to disc, such as the Bonzo and Softlock utilities. In fact I've just been given permission to re-issue Bankraid which will back-up some of the software which other utilities have not been able to cope with. So I do believe in backing-up programs; what I don't believe in is people who get hold of a tape-to-disc copier and go out and sell the tape,

keeping the back-up for themselves. There's little enough software around as it is, so that if you're going to back-up a tape or disc and then sell the master on then you are in possession of an illegal copy of that piece of software.

"I think the trouble is - the reason why software companies basically left the CPC is that - they keep coming up with all these

excuses about software being too expensive to produce, but the only real reason is that they can turn to producing games on cartridge and making about 80 per cent profit on it and they can't be bothered to produce a budget game for £3 or thereabouts on a cassette simply because the money's not in it. Ocean bought things out on disc that were totally uncopiable; STS bought out utilities and games that were uncopiable too, but they don't seem to have got anywhere with it.

"I think that if people know they can make a back-up for their own use if software houses or somebody made it public that you could back them up, like we've done with the Bonzo Database (we've listed all the tapes that you can back-up), people tend to go and buy those games. 6128 owners are more likely to buy a tape knowing that they can back it up to disc.

isn't an alternative. We did a bit of research recently and we found that 90 per cent of copies of our games in circulation are pirated copies. But, actually, I was quite surprised it wasn't a lot bigger than that. We wouldn't take any action ourselves if we were to find a pirate dealing in our games, we'd simply inform the police and FAST. It's very difficult to get the proof you see. If we had the proof, if they were making money from it then we'd certainly think about a private prosecution."

"Back-ups aren't really necessary with our software."

STEVE DARRAGH, Titus

"To tell you the truth if it wasn't for piracy we'd probably still be producing for the CPC. According to some research we've done, for every one game we sell there's up to 10 illegal copies floating around. If we were to actually sell just four of those illegal copies then our profit



if you've got a pirated copy of Prehistorik 2 then it's your fault that Titus won't do anything more for the CPC.

margin would be big enough to allow us to carry on making CPC games.

"As for back-ups, well they're really not necessary with any of our software. If a customer has a problem then they can send the faulty tape or disc back to us and we'll replace it for free."

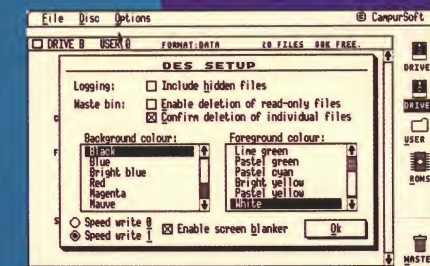
Obviously you could say that my newsletter (Amstrad Contact) encourages piracy in a way by publishing the Bonzo database. Indeed, I just got a mass of data from some hackers about games that won't go to disc via the utilities, which I'll publish individually. So we are encouraging it but we always concentrate on tape-to-disc; I was going to publish a database about which copiers would cope with which discs, but something inside told me, 'no, don't do it, that would be pushing it too far, it would kill the trade totally'.

"The trouble is with the best disc copiers, and I say copiers because that's what they are, aren't available in the UK. There's a particularly good French one and there's an illegal German one that I have come across that will copy all the backing-up utilities; it's pirating the pirating programs in effect. And that is, possibly, the final straw."

"We recommend that legitimate owners of our software make back-ups of our software."

PETER CAMPBELL, Campursoft

"We recommend that legitimate owners of our software make back-ups of our software. The problem is that in this market you never know how long you're going to be able to carry on in



If you've bought DES on disk Campursoft recommends you make a back-up.

business. If you haven't made a back-up of your program and something happens to the original, if the company's gone under in the meantime then you're left high and dry.

"At the moment I'm checking someone out who may be retailing something of ours that he shouldn't be but we'll see about that.

"As I said we have no problems with people making back-ups and selling our products second hand as long as they don't keep the original. If it ever came to that point where some of our programs are no longer of commercial value then we would release them into the public domain."

"Piracy is rife in France and Germany, but I don't think the situation is as bad over here."

ROB BUCKLEY, Radical

"The issue of back-up devices doesn't bother me, I don't usually put any copy protection on my stuff anyway, because people will want to make back-ups of their software, but obviously illegal copying ruins people. If it ever came to a point where I wasn't selling a particular product any more then I'd put the products out on PD. I've done that in the past with Eve

Of Shadows for example, an adventure that was sold commercially at first, but it was then forgotten about by the buying public and so I put it into the public domain.

"The reason why companies now aren't supporting the CPC is because... I don't know the exact figures but... a large per cent of their software is pirated. If you expect people to support your machine and carry on churning out software then they should have the respect to actually either pay for it or not get it at all. But then again there is the case that people wouldn't buy it anyway.

"Certainly piracy is rife in France and Germany, but I don't think the situation is as bad over here - well that's what I've been told. But there are so many people that know other people, it's a very close-knit community, where everybody is doing it I suppose."

The verdict?

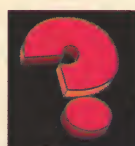
And so, in conclusion, at the end of the day, we can determine that, er, well, ah, nobody really agrees on anything, actually, and the whole area of backing-up devices remains a subject that stirs up a great deal of controversy. The main trend seems to be that the companies still actively involved in the CPC scene have a more lenient attitude towards backing up and regard it as a necessity, but many of the big, old softies regard backing-up devices as the thin end of the wedge as far as piracy is concerned.

But when the remaining stocks of old CPC programs from the big software houses have all joined The Hit Squad's in the incinerator, will you be more tempted to do a bit of cross format backing-up? Technically, remember, it's still illegal.

When Fluff finally comes out you'll be wise to back up the disk - Rob Buckley, the programmer, won't mind.



And now, for the first time in glorious technicolour, Amstrad Action presents a Richard Fairhurst production of Technical Forum (PG). Starring, your letters and your techy problems. Co-starring, assorted techy hints. Special guest star... er... didn't turn up.



What's up, Doc?

I'm a bit puzzled. I have acquired a fair amount of public domain software from various PD libraries. Some of the .DOC files hold far more data than the 6128 can hold. For example, a .DOC file for Scrivener requires 60k of available memory. My maximum, using Protext on disc, is about 24k.

How has 60k been saved on one file, and how can I access the last 36k?
Tom Walton, Manchester

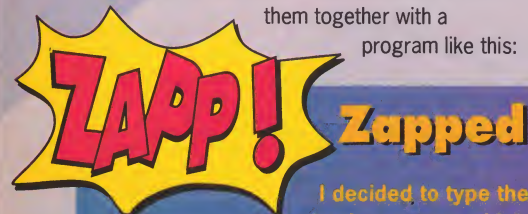


The trick in trying to read a large file like this is not to attempt to read it all in at once. Instead, if you read it in line-by-line, the CPC only needs to reserve 2k as an area to store blocks of data from the disc. You can do this from CP/M using the TYPE command, or in BASIC with a simple program as follows:

```
10 OPENIN "SCRIVNER.DOC"
20 WHILE NOT EOF
30 LINE INPUT #9,a$:
40 PRINT a$
50 WEND
60 CLOSEIN
```

If you want to send the file to the printer, change line 40 to PRINT #8,a\$.

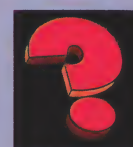
This is all very well, but the question remains – how do you create such files yourself? Well, it is possible to use a word-processor that can cope with a larger amount of text. Protext on ROM can manage around 39k, and the PD word processor VDE can handle up to a whopping 60k. Alternatively, you could write a text file in two (or more) parts and stick them together with a program like this:



I decided to type the simple program which goes 'beep' into Zapp! (AA97 covertape), but nothing happened. I was very confused as to why such a simple program didn't work. I then tried typing in Simon's Breakout clone that was printed in Assembly Line. I typed org &4000 fine, but after that, when I typed limit &4FFF, it didn't accept it. It beeped as if I had made an error (well, at least you got your beep – Richard). Is there something

```
10 OPENOUT "BIGFILE.DOC"
20 OPENIN "SUBFILE1.DOC": GOSUB 50: CLOS
EIN
30 OPENIN "SUBFILE2.DOC": GOSUB 50: CLOS
EIN
40 CLOSEOUT: END
50 WHILE NOT EOF
60 LINE INPUT #9,a$: PRINT #9,a$
70 WEND: RETURN
```

Adding more lines like 20 and 30 will let you use more than two sub-files. It only copes with ASCII files, so make sure you save your Protext files in program mode. **Richard**



Extreme violence

18 months ago, I bought a printer from a computer catalogue. It worked fine until I lent it to my brother who wanted it for his PC. I didn't see it for months and when I got it back (last January), it didn't work – I thought it had run out of ink, but I replaced the cartridge and it still didn't work. Then he told me he had been changing control codes or something, and it was not going to work on the CPC. Do you know what is going on?
Anonymous, Maidstone



This sounds like a case for extreme violence if ever I heard one. The best solution is to take your brother to the local rubbish dump and tip assorted garden rubbish down his shirt until he agrees either to fix your printer or to buy you a new one. Alternatively, you should be able to reset the printer to its original settings (but that isn't as much fun). Somewhere on the printer (you don't

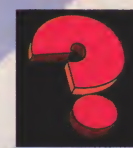
wrong with my tape or is it your programs? Could it be my 464?
Alistair White, no address

Are you sure you haven't made a mistake entering the 'beep' program? Check your typing and reread the instructions for Zapp.

The limit problem is more obvious. In brief, limit is an instruction (technically, a directive) that tells the assembler not to put any code to memory past a specified address, so you don't end up overwriting important bits of code. However, it's not a directive that Zapp understands, so just miss it out. It won't cause any problems. **Richard**

say which model you have) will be a set of tiny switches which control various aspects of its operation; look in the manual if you can't find them. These are known as DIP switches.

Simply find out the default values from the printer's manual, and flick the switches accordingly. Now switch the printer on; if the manual mentions anything about resetting the printer to its default settings (often by holding down a button when you turn it on), do this. It should now work again. **Richard**



Roy Walker fan club

I am trying to program a game based on the TV show Catchphrase. I have asked the owners of the programme, Action Time TV, for permission and I'm awaiting their reply. If they say I can, will I need:



- 1 A special art package? Could I use your excellent Screen Designer or will I need something more advanced, as I need to move things around the screen?
- 2 If I use Screen Designer, how do you add sound or music to the picture?
- 3 What is the best sound software around? I need to add music to the pictures.
- 4 Can you use an art package and a music utility at the same time, and if you can, how do you go about it?
- 5 Is my CPC 464 up to this or not?
Ivan Staines, King's Lynn



- 1 Screen Designer is an art package, not an animation utility. You can use it for drawing backgrounds, but if you want to move things around the screen, you'll need something else – check out Simon's animation special in AA101.
- 2 You load the screen into BASIC or machine code, and then CALL the routine to play music which your music package has generated.
- 3 We gave away BooTracker on the covertape a while back. Top dog is Soundtrakker (Sentinel

Forum

Software ☎ 081 876 7032), and there are a few PD programs around, although neither Digitracker or Protracker will work on your machine, and they're pretty useless for generating game music anyway.

4 Er, isn't this question two again?

5 Without question. Are you, though? A game like this will need to be written in machine code, which is no cinch, and Action Time are unlikely to grant rights to someone who'll only be writing a version for a sadly out-of-fashion computer. Even big companies like Ocean have to pay thousands of pounds to licence concepts like this. Sorry. **Richard**



XL-ent

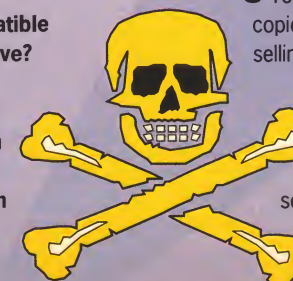
I have a few questions which I hope you can answer for me (we're here to serve – Richard).

- 1 Can I run the PCW program Money Manager on my CPC 6128 using CP/M Plus, and if so, how?
- 2 When is the brilliant Robot PD Library going to reopen? (Creep – Richard.)
- 3 In AA82, Jess Harpur wrote a listing for use with OCP Advanced Art Studio and ROMDOS. Is there any way this program could be modified to work with ROMDOS XL, because as it stands it will not work?
- 4 When using a single socket ROM box, what is the number for the slot? I think it's 1 – am I right?
- 5 Where can I get a cheap but decent photocopier, and how much will it cost?
- 6 Can I transfer the ROM in a single-socket ROM-box into a six-socket ROM-box? I got the single-socket ROM-box from Siren Software with ROMDOS XL included.
- 7 Where can I get a 5.25-inch disc drive from, and how much will it cost? Will a 5.25-inch disc drive be able to work with ROMDOS XL?
- 8 How can I make backup copies of programs like Protext and games like Afterburner, Chase HQ, Gunship and Nigel Mansell's World Championship?
- 9 Can PowerPage 128 be used with an AMX mouse?
- 10 Is PowerPage 128 compatible with ROMDOS XL for the B drive?
- 11 And finally, I've got two printers and I was wondering if there is some kind of switch available which would plug into the printer port and which would then enable me to

connect both printers simultaneously and switch between the two.
Steven Ashbolt, Ross-shire



- 1 Possibly. The main difference between the CPC and the PCW running CP/M Plus is that the PCW has a RAM-disc (an area of memory that pretends to be a disc drive), which the CPC doesn't. If Money Manager depends on the RAM-disc, you're stuck. You might also come a cropper if it uses any special features of the PCW or if it requires Mallard BASIC. It will probably be okay, though; phone the suppliers to check on these points (by the way, you'll also need a PCW disc-reading program; plenty are available from PD libraries).
- 2 It's open again now.
- 3 I haven't got a copy of ROMDOS XL to have a look, but at this very moment a grovelling letter is on its way to Simon Cobb at Siren. More info next month, hopefully...
- 4 It could be anything; it depends on what the designer of the ROM-box chose. Type in and RUN this listing...
10 FOR n%=&AF00 TO &AF14: READ a\$
20 POKE n%,VAL("&"a\$): NEXT
30 CALL &AF00,n%: PRINT n%
40 DATA 0E,00,0C,CD,15,B9,E6,80,20,F8
50 DATA DD,6E,00,DD,66,01,71,23,36,00,C9
The number printed is the first ROM slot used in your system. And there you have it.
- 5 There's no such thing as a cheap but decent photocopier, unless you buy second-hand, in which case it'll probably break down after a month (says a slightly bitter Richard speaking from experience), or it's fallen off the back of a lorry. If you do buy one, make sure you get a maintenance contract for it.
- 6 Yes, no problem.
- 7 Not many places do them these days. Quantum or STS may be able to knock you one up specially (check out the Amscene Directory), or peruse the AA Reader Ads. It should work fine with ROMDOS XL, but to get 800k per disc, make sure that the drive is 80-track and double-sided.
- 8 You need to use a specialist disc copier. Wave (☎ 0229 870000) are selling off Discology 3.3 for the very reasonable price of £5.99, or you could get the much better Xexor for more dosh from Sentinel or Quantum. Note that some discs are simply uncopiable, although Quantum can modify



BEFORE



AFTER



I had a CPC problem, so I turned to Techy Forum.

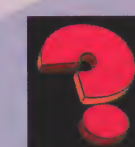
Techy Forum helped me resume a normal life. It can help you too. Write to Techy Forum, Amstrad Action, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

your CPC to handle almost anything (remember folks, it's illegal to copy games without the copyright holder's permission, although no-one's going to lock you up for simply backing up your originals – just make sure it stays like that.)

9 No.

10 Yes.

11 PC supplies catalogues will sell you a junction box to do exactly what you want, but it'll cost you a fair whack. All you really need are a couple of plugs and sockets, some wire, and a switch – if you don't want to make one yourself, try your local electronics shop, or one of the indie CPC hardware people. **Richard**



Blind data

- 1 Does the Typechecker program come up with the same letters for a game or program that's been written for the 464 and not the 6128, or are they different? If so, which line tells the computer what letters to show?
- 2 How come all of the tapes that you supply free with AA can be used on the 6128 and 464 Plus as well as the 464, and yet the Type-Ins are separated for use with 464s and 6128s?
- 3 What do the numbers and figures mean in the DATA section of any program? I would like this explained to me in detail, as I have read in my Minidictionary of Computing that 'data' covers a lot, like: 'data: introduces a line of data values'. I am

still none the wiser. Then I go on to read 'databank', 'database', 'database language' and so on, all of which I do not understand. Could you possibly explain it to me?

4 Where do you and your pals on AA get your knowledge from? Did you go to college to learn all that you know about computers?

5 Why are there so many Amstrad computers for sale in the Reader Ads? Are they all small businesses?

Nora Lees, Birmingham

1 Typechecker comes up with the same letters regardless of what computer it's running on (er, as long as it's a CPC).

Basically, for each program line, Typechecker adds up all the letters (with capital A being number 65, capital B being number 66 and so on) you've typed in, converts the grand total to letters, and prints the result. At AA the same thing happens with the original program, but since we know there aren't any mistakes in that (because the author sent us a copy on tape or disc), we can print these correct codes in the magazine to check against your typing.

2 The commercial programs on the cover tape work with all CPCs because no company in its right mind would write a program for sale which used the FILL command, for example. Since the 464 doesn't understand this, they'd be cutting out half their market, so they use their own fill routine which works on all machines.

Type-Ins authors, though, don't worry about such matters (although, budding coders out there, it'd be nice if you did). This means that sometimes they'll use the extra BASIC features of every machine since the 664, to the exclusion of 464 owners.

3 The word 'data' means 'information', and that's what DATA lines hold. Imagine you were writing a program which needed to contain the name of every capital city in the world. You could write a long succession of instructions along the line of:

```
10 A$(1)="London"
20 A$(2)="Paris"
30 A$(3)="Ouagadougou"
```

...and so on, but it would be very tedious. Instead, you type the names into DATA lines, separated by commas. You can then read them into an array using the companion command, READ, which takes the next piece of information from a DATA line and puts it in a variable.

Try this:

FOR SALE

```
10 READ A$: PRINT "First piece of
DATA: ",A$
20 READ B$: PRINT "Second piece of
DATA: ",B$
30 DATA Steven Spielberg,orang-utang
```

In the capital cities example, you'd use a FOR... NEXT loop to read in the data into an array, so the first piece of data would go into A\$(n) where n is 1 - i.e. A\$(1) - then the next one into A\$(n) where n is 2, ie, A\$(2), and so on. This is the most common way in which READ and DATA are used.

The one remaining question about all this is, what do programmers use it for? Well, there are plenty of uses. If you were writing a platform game, for example, you'd store the layout of each screen in DATA statements. If you were writing an adventure, you would probably use them to hold your room descriptions. Possibly the most common use, though, is in a line like this one:

```
320 DATA CD,0E,BC,21,00,00,11,00
```

When you see a line like this, containing a sequence of hexadecimal numbers, they're almost certainly machine code instructions. These are POKed into memory and then CALLED to run the machine code routine (see the letter titled 'XL-ent'). As a machine code program can do an infinity of different things, it's impossible to say what each routine will do. However, unless the whole program's in machine code, there are two main reasons for using it - the first is for speed (machine code programs are generally much faster), and the second is for tasks that are almost impossible in BASIC; sprites and complex animations, for example.

4 No - just fiddling around with them for a long time (both Simon and I have had CPCs - and been reading AA - since the dawn of time, or thereabouts). The best way to learn is to read lots and lots of magazines, but unfortunately there are very few indeed these days which don't focus on a particular type or area of computing. Even so-called multi-format magazines, like *Personal Computer World*, really only focus on the PC, with occasional Macintosh coverage.

5 Probably not, in fact. A CPC is just as good for running a small business as it always has been. What it's not so good at any more is running the latest, super-accelerated, multi-million colour games. Fluff proves that decent games can still be written for the CPC but software houses don't give it a chance and don't release any new stuff for it. This means that, sadly, scores of previously happy CPC users are buying Amigas and consoles, and flogging their poor devoted Amstrad to pay for them. It's a tragedy (sniff, sniff). **Richard**

Top Tips

Clock this!

Yes, it's another storming AA exclusive. Not content with giving you a fantastic cover-mounted cassette every issue, we present a world first: a cover-mounted clock.

Okay, it's not on the cover, and you do need a CPC to be able to use it, but nevertheless, it's a remarkably handy little utility. Type in the listing, and you have a number of new commands to play with. ISET, 10, 30 will set the time to 10.30 in the morning (it uses the 24-hour clock). As long as you define the variables first (eg, h%:=0; m%:=0; s%:=0), IGET, 0h%, 0m%, 0s% will get the time and store it in the specified variables. ION turns the clock display on, and IOFF turns it off again - the clock keeps on running, regardless. ISECONDS, 0 turns the display of seconds off; ISECONDS, 1 to turn it on again. Finally, IWINDOW, n - where n is a number from 0 to 7 - lets you select which window the clock is to be displayed in.

10 FOR n=0000 TO 0A12F

20 READ A\$: POKE n, VAL("A"+A\$)

30 NEXT n: WINDOW#7, 33, 40, 1, 1

40 WINDOW 1, 40, 2, 25: CALL 0A000

50 DATA 01, 19, 00, 21, 15, 00, CD, D1, BC, 21, 24

, A1, 01, 00, 01, 11

60 DATA 99, 00, C3, D7, BC, 00, 00, 00, 00, 2D, 00

, C3, 46, 00, C3, 57

70 DATA 00, C3, 76, 00, C3, 7D, 00, C3, 02, 00, C3

, 00, 00, 53, 45, D4

80 DATA 47, 45, D4, 57, 49, 4E, 44, 4F, D7, 4F, CE

, 4F, 46, C6, 53, 45

90 DATA 43, 4F, 4E, 44, D3, 00, DD, 7E, 02, 32, 1F

, A1, DD, 7E, 00, 32

100 DATA 20, A1, AF, 32, 21, A1, C9, DD, 6E, 04, D

D, 66, 05, 3A, 1F, A1

110 DATA 77, DD, 6E, 02, DD, 66, 03, 3A, 20, A1, 7

7, DD, 6E, 00, DD, 66

120 DATA 01, 3A, 21, A1, 77, C9, DD, 7E, 00, 32, 2

3, A1, C9, AF, 32, CD

130 DATA 00, C9, 3E, C9, 32, CD, 00, C9, DD, 7E, 0

0, B7, 20, 05, AF, 32

140 DATA EF, 00, C9, 3E, C9, 32, EF, 00, C9, 3A, 2

2, A1, 3C, FE, 32, 20

150 DATA 28, 3A, 21, A1, 3C, FE, 3C, 20, 19, 3A, 2

0, A1, 3C, FE, 3C, 20

160 DATA 0D, 3A, 1F, A1, 3C, FE, 18, 20, 01, AF, 3

2, 1F, A1, AF, 32, 20

170 DATA A1, AF, 32, 21, A1, CD, CD, 00, AF, 32, 2

2, A1, C9, 00, 3A, 23

180 DATA A1, CD, B4, BB, F5, 3E, 1E, CD, 5A, BB, 3

A, 1F, A1, CD, 06, A1

190 DATA 3E, 3A, CD, 5A, BB, 3A, 20, A1, CD, 06, A

1, F1, CD, B4, BB, 00

200 DATA 3A, 23, A1, CD, B4, BB, F5, 3E, 3A, CD, 5

A, BB, 3A, 21, A1, CD

210 DATA 06, A1, F1, C3, B4, BB, 16, 0A, CD, 0D, A

1, 16, 01, 0E, 00, 92

220 DATA 38, 03, C0, 18, F4, 02, F5, 79, C6, 30, C

D, 5A, BB, F1, C9, 00

230 DATA 00, 00, 00, 07, 00, 00, 00, 00, 00, 00, 0

0, 00, 00, 00, 00, 00



WIZARD GAMES

* ANY TWO DIZZY GAMES FOR £5 *

AMSTRAD CASSETTES

1ST DIVISION MANAGER	£2.99	GAUNTLET 3 (128)	£3.50	TEST MASTER	£2.99	SOCCER RIVALS	£2.99
4 SOCCER SIMULATORS	£2.99	GRAND PRIX	£2.99	THE BOXER	£2.99	SPELLBOUND DIZZY	£2.99
ARCADE FRUIT MACHINE	£2.99	INTERNATIONAL FOOTBALL	£2.99	THOMAS THE TANK RUN	£1.99	STAR WARS	£2.99
ARCADE REVENGE OF DOH	£2.99	JETSON	£2.99	WORDS AGE UP TO 7	£4.99	STORM MANAGER	£2.99
ADAMS FAMILY 180 only	£3.75	JAHANGIR KHAN SOULASH	£2.99	TREBLE CHAMPIONS	£2.99	SUPER OFF ROAD	£2.99
BALLOON BATTLES	£2.99	LEAGUE CHALLENGE	£2.99	WAY OF THE EXPLODING FIST	£2.99	SWORD OF THE SAMURAI	£2.99
BANGER RACER	£2.99	LEAGUE FOOTBALL	£2.99	YES, PRIME MINISTER	£1.99	TERMS	£2.99
BONANZA BROTHERS	£2.99	LINE OF FIRE	£2.99	HUNT FOR RED OCTOBER	£2.99	THE EMPIRE STRIKES BACK	£2.99
BURBLE BOBBLE	£2.75	MASTERS OF THE UNIVERSE	£2.99	INTERNATIONAL TENNIS	£2.99	THE NATIONAL	£2.99
BURST	£2.99	MOTOR CYCLE 500	£2.99	MIG 99	£2.99	TRAP DOOR DOUBLE PACK	£1.99
BUZZY CAPTAIN	£2.99	MULTI-PLAYER SOCCER	£2.99	ON THE BEACH	£2.99	TREBLE CHAMPIONS	£2.99
CHIPS CHALLENGE	£2.99	MINI OFFICE	£2.99	REGULUS BRIDGE	£1.99	TRIAL PURSUIT	£2.99
COLLOSSUS BRIDGE	£2.99	NARCO POLICE	£2.99	PLAYBOY	£2.99	TURBO THE TORTOISE	£2.99
DARK DATE	£1.99	PLAYWAYS AGE 3-8	£4.99	PROFESSIONAL FOOTBALLER	£2.99	WELL LE MANS	£2.99
DARKMAN	£2.99	RAINBOW ISLAND	£3.75	RETURN OF THE JEDI	£2.99	WORLD CUP	£2.99
EDDY THE DUCK	£2.99	SHADOW DANCER/ALEEN	£2.99	SATAN	£2.99	WRESTLING SUPERSTARS	£2.99
EUROPEAN SUPER LEAGUE 1982/83	£2.99	SIMPSONS	£3.75	SHOCKER MANAGEMENT	£4.99	ADAMITE HEAD ALIGNMENT	£2.99
F15 STRIKE EAGLE	£2.99	SOCCER Q	£2.99	SOCCER DOUBLE 3	£2.99	KIT	£2.99
FIRST PAST THE POST	£2.99	SOOTY'S RUN WITH NUMBERS	£4.99				
RINGSCHOOL 2 - UNDER 5-6-8	£3.75	UP TO 7 YEARS	£4.99				
G-LOC (128)	£2.99	TERMINATOR 2	£3.75				

DIZZY SPECIALS	ANY 2 FOR £5.00	CASSETTES OUR CHOICE MIXED TITLES 10 FOR £5.00
DIZZY PANIC • BUBBLE DIZZY		
FAST FOOD • FANTASY WORLD		
SPELL BOUND DIZZY		
MAGIC LAND DIZZY		
DIZZY DOWN THE RAPIDS		

AMSTRAD DISKS			
AA-D.A.M. ASSEMBLER + DISASSEMBLER MONITOR £5.99	EQUINOX - MUSIC SOUNDTRACKER, COMPOSE YOUR OWN MUSIC WITHOUT MUSICAL KNOWLEDGE£12.99	LOTUS ESPRIT£6.99 MERCIS£7.99 MONTY PYTHON'S FLYING CIRCUS£4.99 MYTH£7.99 NIGEL MANSELL£8.99 PROBAX3.99 ROCK STAR ATE MY HAMSTERS 9 SPACE CRUSADE£5.99	SUBSTITUTE£4.99 SUPER CARS£6.99 KID SPECIALS SOOTY'S FUN WITH NUMBERS £8.99 THOMAS THE TANK ENGINE FUN WITH WORDS£8.99 BOTH AGE UP TO 7 YEARS£15.00 FOR TWO
ARACHNOPHOBIA£4.99	FOOTBALL MANAGER£2.99		
BONANZA BROTHERS£2.99	+ EXPANSION KIT£7.99		
CAPTAIN BLOOD£6.99	FOOTBALL MANAGER 3£8.99		
CISCO HEAT£4.99	HERO QUEST£4.99		
COLLOSSUS CHESS£6.99	JET BIKE SIM.£2.99		
DARK SCPTRE£2.99			

DISK COMPILATIONS					
INTEGRAL (FRENCH INSTRUCTIONS)	£9.99	HERO QUEST	£7.99	SIMULATOR	£3.99 (FRENCH INSTR.)
LOTUS ESPRIT/SUPER SCRAMBLE/TOYOTA		+ RETURN OF THE WITCH LORD		VOY 1	
CELECA GT/SUPER CARS		DARK FORCE	£6.99	GHOST HUNTERS/PRO SNOOKER	
GALACTIC GAMES	£3.99	MIDNIGHT RESISTANCE/NIGHTBREED	£6.99	SM/PROFESSIONAL SIM	
100M SUTHER/SPACE HOCKEY/PSYCHIC JUDY		COMPUTER HITS 4	£7.99		
HEAD THROWING/METAMORPH MARATHON		ANTIRAD/REVOLUTION/DEACTIVATORS/DANDY			
4 SOCCER SQUADS	£4.99	STARQUAKE/SPIN DIZZY/ELEKTRAGLIDE			
11-A-SIDE SOCCER/S-A-SIDE INDOOR/STREET SOCCER/SOCCER SKILLS		VOL 2	£4.99 (FRENCH INSTR.)		
		SUPER STUNTMAN/VAMPIRE DIZZY/GRAND PRIX			
BLANK CPK EX SOFTWARE				NO EXT	
BLANK 3" DISKS EX SOFTWARE					10 FOR £7.99
1100 CAP 31 - 3" DISK BOX					10 FOR £7.99 OR £1 EACH
PYTHON 1 JOYSTICKS					£5
ZIPSTICK					£5
CRUISERS					£5

GAMES SUBJECT TO AVAILABILITY. PLEASE NOTE - A PHONE CALL RESERVES YOUR ORDER.. CHEQUES + POSTAL ORDERS MADE PAYABLE TO WIZARD GAMES

OVERSEAS £1.00 PER ITEM P+P. ORDERS £5 AND UNDER ADD 50p P+P

1 NORTH MARINE ROAD, SCARBOROUGH, NORTH YORKSHIRE YO12 7EY. IF YOU'RE IN THE SCARBOROUGH AREA, COME IN AND SEE US. OPEN: Mon-Sat 9.00am-5.30pm, TEL: 0723 376586

CASSETTE COMPILATIONS

MOVIE PREMIER	£3.99	MEGA HOT	£2.99	POSTMAN PAT COLLECTION	£3.99
BACK TO THE FUTURE/INTERGALACTIC MUTANT HERO TURTLES/GREMLINS 2/ DAYS OF THUNDER		ATV/PINBALL/BOX/TEENIS/RUGBY/ MIG 99/FRUITIGGS		POSTMAN PAT 1, 2 + 3	
PLATINUM	£4.99	MEGA MIX	£4.99	POPEYE COLLECTION	£3.99
BLACK TIGER/STRIKER/POGGOTTEN WOLFGHOLDS 'N' GHOSTS + FREE LED STORM		OPERATION WOLF/Dragon NINJA/REAL GHOSTBUSTERS/BABARIAN 2		POPEYE 1, 2 + 3	
T.M.T. 2	£5.99	COIN OF HITS 2	£4.99	KIDS PACK 1	£4.99
HYDRAS/SCULL + CROSSBONES/ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS/BADLANDS/STUN RUNNER		DUSTY WATSON/SPINULA SPRINT/VIGILANTE/HAMMERFIST/ GHOULS 'N' GHOSTS		POSTMAN PAT/SOOTY + SWEEP/COUNT DUCKULA/POPEYE 2/7 THE WOMBLES/ SUPER TED	
SUPREME CHALLENGE	£4.99	10 SPECTACULAR GAMES# 99 (FRENCH INST)		KIDS PACK 2	£4.99
ELITE/STARGLIDER/TERIS/ACE THE SENTINEL CHAIR CHALLENGE	£3.99	BMX FREESTYLE/HAMPOUR JET SKI/ATV SIMULATOR/BMX SIMULATOR 2		FREEMAN SAW/COUNT DUCKULA 2/POPEYE/POSTMAN PAT DUCKULA PIG/ BANGERS + MASH	
LOTUS ESPRIT/TURBO CHALLENGE/SUPER SHADOW/OF THE BEAST/IMPOSSIBLE/GOULDS 'N' GHOSTS		QUATRO RACERS	£2.99	COMPUTER HITS 4	£4.99
SOCCER SPECTACULAR	£4.99	300 KICKS/STREET FIGHTER/SKATE CRAZY		ANTIRAD/REVOLUTION/TRAJOS/ DEACTIVATORS	
FOOTBALL MANAGER/PETER BEARDSLEY'S INT FOOTBALL/WORLD CHAMPIONS/PETER SHILOWS HANDBALL/MARADONA/ SOCCER SUPREMO		QUATRO SUPER HITS	£2.99	BRIDE/FRANKENSTEIN'S SPIN/DIZZY/PULSATE ANTIRAD/REVOLUTION/TRAJOS/ DEACTIVATORS	
THE DREAM TEAM	£7.99	SUPERMAN/SUPER HERO/ SUPER STUNTMAN/ITALIAN SUPERCAR		WIZARD PACK 1	£2.99
THE SIMPSONS (BART VS THE SPACE MUTANTS)/W.W.F/TERMINATOR 2		QUATRO ADVENTURE	£2.99	(FRENCH INSTRUCTIONS)	
30 RED HOT HITS	£4.99	GHOSTHUNTERS/ SUPER ROBIN HOOD/DIZZY/NANPINE		CYBERNIDS/NORTH STAR/COLOM/ VENOM STROKE BACK/	
GHOSTBUSTERS/FA CUP/ANT X 2/KANE/A SWAT/NINJA MASTER/RASPUTIN/OLLIE + LISSAR/COCHET/ZOLY/WAY OF THE EXPLODING FIST/DAN DARE/FORMULA 1		HIT PACK 2	£2.99	MARAUDER/MERCULES/DEFECTOR/BLOOD BROTHERS/RANARAWA/NEBULUS/MASK	
SIMBRIAN JACK'S SUPERSTAR CHALL/TAU CETI BALL/PARK PATROL/TRUST/HARVEY HEADBANGER/WAR CAR/STARZANN/NINJA HAMSTER/ENLIGHTENMENT/RODIT WITH BOGGIT/MYSTERY OF THE NILE/MEGA APOCALYPSE/ENDURANCE/ACTIVATOR/ CATCHES		JOCKY WILSON/ADOTAGE/ LAS VEGAS CASINO/MONUMENT		WIZARD PACK 2	£2.99
BIG BOX 30 GAMES	£9.99	COMBAT PACK 3	£2.99	(FRENCH INSTRUCTIONS)	
GHOSTBUSTERS/ENDURO RACER/HACKER BURB TROUBLE IN LITTLE CHINA/WONDERBOY/CHAMP		NINJA COMMANDO/BIONIC NINJA/ SPAGHETTI WESTERN/ROBB		MOTOR MASSACRE/GARY LINEAR'S HOT SHOT/ARTUR/MARAUDER/NIGHTRAIDER/ JACK THE HIPPER/TECHNO COP/BOUND/ SUPER STAR SOCCER/MONTY	
FOOTBALL/GUADAL CANAL/CHAMP BASKETBALL/ALEEN'S RABBIT/SPIN DIZZY/RAHAPAGE/GOPE/CHOP/CHOP/SUPER SPRINT/KNIGHTMARE/REAL		WIZARDS LAIR VOL 3	£3.99	LOTUS/ESP/SPRINT/SUPERCRAB/SUPERCARS/ INTEGRATED/SPIN/STARS/STARS/STARS/ TOYOTA CELICA GT	
GHOSTBUSTERS/GEE BEE AIR RALLY/CHAMP BASEBALL/DANDY/HOWARD THE DUCK/MARADONADNESS/STARZ RAIDERS M.I.5 SHOOTING/STARZ RAIDERS/SUPER HANG BOYING/SAILING/STARZ SHUTTLE		ATTACK OF THE KILLER TOMATOES	£3.99	THE NINJA COLLECTION	£3.99
TENGEN TRILOGY	£4.99	SOCCER DOUBLE	£3.99	DOUBLE DRAGON/SHADOW WARRIORS/ DRAGON NINJA	
CLIX/CYBERBALL/ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS		PREMIER II/EUROPEAN II		SPORTS COLLECTION	£3.99
THE BIZ	£4.99	SOCCER DOUBLE 2	£3.99	PRO TENNIS TOUR	
DOUBLE DRAGON 2/REY OPERATOR/WOLF/BAMBA		WORLD CHAMPIONS/ WORLD SOCCER LEAGUE		RUN THE GAUNTLET/WORLD CUP ITALIA 90	
		SOCCER DOUBLE 3	£3.99	RAINBOW COLLECTION	£3.99
		EUROPEAN CHAMPIONS/EURO BOSS		RAINBOW ISLAND/ROBBLE/ NEW ZEALAND STORY	
		DIZZY COLLECTION	£4.99	HOLLYWOOD COLLECTION	£4.99
		DIZZY/FAST FOOD/FANTASY WORLD DIZZY/TREASURE ISLAND DIZZY/ MAGICAL DIZZY		GHOSTBUSTERS 2/INDIANA JONES LAST CRUSADE/ROCK OPERATHAN THE MOVIE	
		CARTOON COLLECTION	£4.99	2 HOT 2 HANDLE	£4.99
		DIZZY/CJ'S ELEPHANT ANTICS/SLIGHTLY MAGIC/SPRINK IN TRANSILVANIA/ SEYMOUR GOES TO HOLLYWOOD		SHADOW WARRIORS/TOTAL RECALL/GOLDEN AXE/SUPER OFF ROAD	
		SUPERSTAR SEYMOUR	£4.99	POWER UP	£4.99
		SEKANT/MAYOUR ROBOT/ROBOSOUR/		ALTERED BEAST/RAINBOW ISLAND/OUT/ CHASE H.Q./TURRICAN	
		STUNTMAN/SUPER SMOYOR SAVES THE PLANET/WILD WEST SEYMOUR		GAME SET + MATCH	£4.99
		DIZZY'S EXCELLENT ADVENTURES	£4.99	TRACK + FIELD/RAINBOW ISLAND MATCHBACK/MASTERS/SUPER HANG ONNICK/FALDO'S OPEN/CHAMPIONSHIP SPRINT/MATCHDAY 2/STAYE DAVIS SNOOKER	
		DIZZY THE ELPHANT/STAYE DAVIS/PRINCE OF THE YOLKFOK/KNACK DIZZY/ KNACK KNACK DIZZY			

Basically BASIC



Beginners All-purpose Symbolic Instruction Code? BASIC more like. Red-headed, five foot nine genius? Clur Hodgson more like. Put 'em together and what have you got? This...

How would you like to win millions on the pools? Now you can with Clur's Patented Pools Predictor! Well, actually, you can't. It's only a simple random number generator but it will save you the bother of deciding which boxes on the pools coupon to pick. Not only that, but it gives me a great opportunity to explain all about using arrays in your BASIC programming. Let's have a look at what we're working towards:

```
10 REM Clur's fab little pools
proggie
20 PAPER 0
30 INK 3,8
40 PEN 3
50 CLS
60 INPUT "How many matches?",NUMBER
70 INPUT "How many guesses?",G
80 IF G>NUMBER THEN PRINT "Don't be
so blamin' stupid, you peasant.
NUMBERS LESS THAN ";NUMBER;"
ONLY.":GOTO 70
90 NUMBER=NUMBER+1
100 DIM N(G)
110 FOR Y=1 TO G
120 Z=INT(RND*NUMBER)
130 IF Z=0 THEN GOTO 120
140 FOR C=1 TO G
150 IF N(C)=Z THEN GOTO 120
```

Command performance

A reminder of this month's new commands:
PAPER - Represents the background colour of the CPC screen.

INK - Change the ink if you want to alter what colours are available for you to use.

PEN - Change the ink in the pen to alter the colour the text appears in.

GOTO - Go back to the line number stated after this command.

DIM A(B) - Create an array called A of size B.

ERASE A - Erase all the entries in the array A.

INT C - Rounds the number represented by the variable C to the nearest whole number.

RND - Gives a random number of value between 0 and 1.

```
160 NEXT C
170 N(Y)=Z
180 PRINT Z
190 NEXT Y
200 ERASE N
210 INPUT "Try again (y or n)?",I$
220 IF UPPER$(I$)="Y" THEN GOTO 100
230 IF UPPER$(I$)="N" THEN END
```

Not only are arrays used in this program but, carrying on from last month's graphics program, there's also a neat change from the normal CPC text and background colours in the first few lines.

Think of using colours on the Amstrad in the same way as you would ink pens on sheets of paper (yes, it's a analogy time coming up). In total you have 27 colours of pen and paper to play with, but you can only use four of these colours on-screen at any one time. Imagine that you have a very tiny desk and there's only room for four ink pots and four piles of paper (all the other ink pots and reams of paper are stored in a cupboard in another room). Each of the ink pots can be filled with a different colour ink, numbered for convenience (0-26), and the colours of the piles of paper must be the same as the colours of the ink. Say, for example, number 3 ink pot has colour 21 in it; to draw in colour 21 you must fill your pen from pot 3. The BASIC command to do this is PEN 3.

Changing the colour of paper you're writing on (the

background colour) is just as easy. If ink pot 1 contains colour 9 ink, then to change the background to that colour you just pick up the corresponding

pile of paper. In BASIC you just use the command PAPER 1.

But what if you want to use a colour of paper or write in a colour that your original four pots don't contain? You have to go into the next room with one of the ink pots, empty it out and replace with the colour you want. The BASIC command to do this is INK (number of ink pot, number of new ink). For example, if pot 0 has colour number 2 in it and you want to change that to colour number 11 then you type INK 0,11.

Unfortunately this is where the analogy breaks down, because if you change the ink in one of the pots, then everything you have previously drawn with the ink from that pot will magically change to the new colour - shame.

Okay, we admit it - the link between the program and football is pretty tenuous.



Those all-important colour codes

If you're lucky enough to own a 6128 then all the colours you can use and their relevant numbers are listed on top of the disk drive. If not then you'll just have to consult this fantastic list.

0 Black	14 Pastel blue
1 Blue	15 Orange
2 Bright blue	16 Pink
3 Red	17 Pastel magenta
4 Magenta	18 Bright green
5 Mauve	19 Sea green
6 Bright red	20 Bright cyan
7 Purple	21 Lime green
8 Bright magenta	22 Pastel green
9 Green	23 Pastel cyan
10 Cyan	24 Bright yellow
11 Sky blue	25 Pastel yellow
12 Yellow	26 Bright white

That's enough theory...

Clur's Patented Pools Program (© Hodgsoft 1994) uses lines 20, 30 and 40 to alter the standard CPC colours to pink text on a dark blue background. On start-up the ink pots are filled with dark blue, yellow, cyan and red in pots 0, 1, 2 and 3 respectively. So the command in line 20, PAPER 0, turns the background colour to dark blue. Line 30 changes the ink in pot 3 to the colour represented by the number 8 (red to bright magenta). And then the command PEN 3 orders Arnold to change the colour of the ink in the pen to the ink in pot 3, which we previously defined as magenta.

Input, output

Now you need to think about what you actually want the program to do. As it's a pools program you need to find out how many matches are included on the coupon this week (usually 58), and how many guesses the user has paid for (usually 11). That's what lines 60 and 70 do, then assigning those numbers to the variables NUMBER and G. I've covered inputting numbers and assigning them to variables before so I won't bother going over that ground again (you'll just have to order AA101 from Back Issues on page 40 - a back-on-form Dave).

Line 80 is what I like to call a common sense line, it looks at G (the number of guesses) then at NUMBER (the number of teams). If the value of G is higher than the value of the variable NUMBER, the

program sends out a message saying that this situation is pretty stupid. Then the command GOTO 70 orders Arnold to forget about going through the lines in order like usual and to go back to line number 70 to ask for another number to be inputted for the number of guesses (line 90 is simply adding one on to the number of teams variable to make sure that the computer does include the numbers of all the teams in its calculations and doesn't miss off the last one.)

Randomise and rationalise

So all we really need to do now is to print out a list of numbers which is G long

and not going above the value of NUMBER. But 1 2 3 4 5 6 7 8 ...won't really do, we need the numbers to be randomly selected from the range available to us. For this I need to introduce you to a lovely little command: RND.

Just typing PRINT RND into the computer and hitting return will instruct Arnold to print, on screen, a random number of a value between 0 and 1 (for example, 0.271940568). But you need a number between one and 58 (inclusive). All you have to do is multiply RND by the value NUMBER and the program will pick a number within the range specified.

The line 10 Print RND*10 would print out a number between 0 and 10. But that would print out a number with seven digits after the decimal point and you're after whole numbers (or integers as they're known in the trade). So change the line to 10 PRINT INT(RND*10), and you'll be rewarded with a whole number between 1 and 10.

A pools program not only needs to print out a set of numbers but it also needs all those numbers to be different from one another. So you need to store all the numbers in memory and check each number against the list in memory before it gets printed out. The way to do this is to store all the numbers in what is known as an array.

Soaking up the arrays

On line 100 of the program we arrive and a strange command, DIM N(G). This tells Arnold that we want an array set up in memory that is going to be called N and have the dimension G, in other words it will be able to hold G amount of

strings in the array (G being the number of guesses as defined earlier in the program).

The next line, 110 should look vaguely familiar, it's just the start of a FOR NEXT loop as explained in last month's Basically Basic. Inside the loop are instructions for a random number between 0 and number to be assigned to the variable Z. Then the program checks whether the Z is equal to 0; if it is the program goes back to line 120 to pick another number.

On line 140 something very weird happens - there's a FOR NEXT loop inside a FOR NEXT loop, this time using a variable called C. This loop checks through the numbers in the array N, from the first to the last, to check if the variable Z is contained in the array. If it is then the program goes back to line 120 to pick another integer to check.

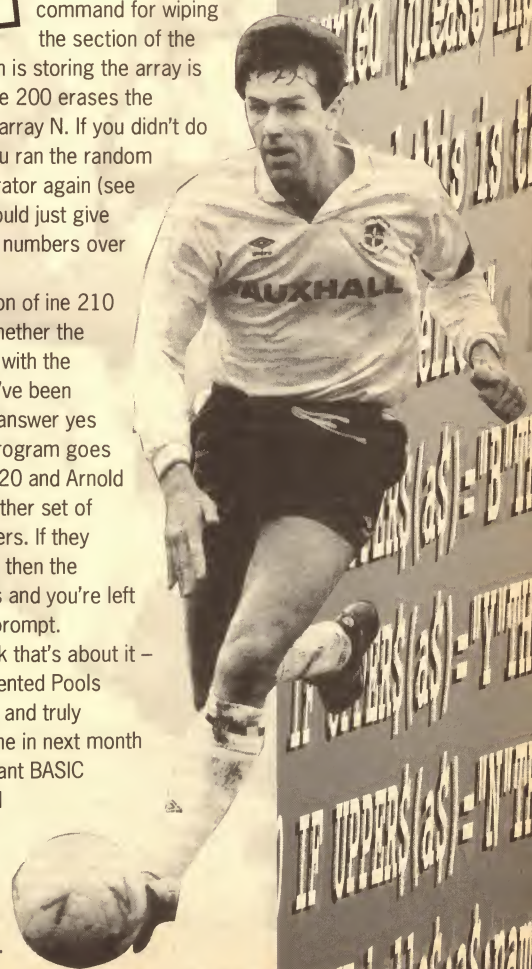
If the integer Z is neither equal to 0 nor contained in the array N then that number will be stored in array N (line 170) and then printed out (line 180). Then in line 190 the program loops round to line 110 to go through it all again. The loop will only stop when Arnold has printed out the amount of numbers as specified in the variable G (the number of guesses).

This is not the end

Arrays are stored in the computer's memory until you tell it to wipe that section of its memory or switch the power off. The command for wiping the section of the memory which is storing the array is ERASE. So line 200 erases the entries in the array N. If you didn't do that then if you ran the random number generator again (see line 220) it would just give you the same numbers over again.

The function of line 210 is to check whether the user is happy with the numbers they've been given. If they answer yes (Y) then the program goes back to line 120 and Arnold prints out another set of random integers. If they answer no (N) then the program ends and you're left with a ready prompt.

Well, I think that's about it - Clur's fab Patented Pools Predictor well and truly explained. Tune in next month for more brilliant BASIC programs and more BASIC commands for you to get your head around. TTFN.



The battle of the printers

Citizen ABC 24

Citizen ☎ 0800 525 686

The contenders for the light-weight colour 24-pin printer world title fight both look fighting fit (though one's quite a few pounds more than the other). The referee for this match is Simon Forrester.

VS

Star LC24-30

Star ☎ 0494 471111



bits that, once broken, would stop the printer from ever working again. This wasn't a printer for using; this was a printer for running away from, screaming. It was rubbish.

Anyway, we don't have to suffer them these days. In fact, we can use just about any dot matrix printer going. Two printers that have just been released are Citizen's ABC 24, and Star's LC24-30, both of which are 24-pin and capable of colour. Which one should you get?

Citizen ABC 24 Weighing in at: £180

This is a printer aimed at the home and small business user. The term Citizen used in their press thingy was SOHO, an acronym for Small Office, Home Office. That's you, that is. This was the printer that originally came in for review, and you've already been introduced to it last issue in Mary's preview. And in the opposite corner...

Star LC24-30 Weighing in at: £350

If you'd have been in the AA office when a nice, polite representative from Star Micronics tried to say the price as quickly as he could to make it sound a little bit less than it actually was, you'd have learnt a lot of new words that you definitely

couldn't have repeated to your mother. I hope you read the £350 quickly enough for your own sanity. This is supposed to be their contender with the ABC. Things aren't looking good for Star so far, are they?

Look it up

So you can see at a glance how the two compare I've

concocted a rather nifty Which?-style comparison table showing what each has to offer. Taking a look at what it reveals, I think the result is pretty clear. It's a pity that Star, whilst aiming to compete in a similar market to the Citizen, didn't produce a printer with the same kind of performance figures; so far, the Star printer hasn't won a single category.

What about the next round, where we check out the ease of use of both machines? I get the feeling we may as well call it 'Citizen will win', but what the heck.

Ease Of Use

The other aspect of this review is the fact that Citizen originally marketed this printer at the home user, and in particular a home user who's never seen a printer before in their life. This fact is reflected in the price, which is aimed toward someone who's never paid for a printer in their life either.

If you were a PC owner, you'd say your prayers to Citizen at night, because included in the package is a tutorial to run on your PC, taking you through every aspect of your printer in detail. You've got a CPC, though, so you won't have too much luck with the disk, but the manual follows roughly the same idea, taking you through the same kind of process. The Star manual seems to have the right idea, but they didn't exactly go overboard on the diagrams.

Let's face it – they didn't exactly go on the diagrams full stop. The occasional picture of a pair of disjointed hands holding a ream of paper is so incredibly useful that I think I'll throw the manual away and struggle though by hand.

What a link. You see, it takes more than a comprehensive manual to make something easy to use. If you've used a printer before, you'll want to get straight down to it, and if this is your first time, you don't want anything to be too physically dicey, and you definitely don't want to fiddle with awkward catches and the like. The Citizen printer bears this in mind, and is laid out like a brick – a

very easy to use brick. There are no major flaps, knobby bits, ratchets, sockets or dangly bits. The whole thing just sits there, and works.

Star don't like this idea, though, and have produced something a little more complex. A lot more complex. I haven't really got space to tell you just how physically complex the Star printer is, but for now you can just take my word for it, and the word is 'complex'.

The verdict

Or the 'Citizen win' section. Now, I won't beat around the bush here – Citizen win, and Star

	CITIZEN	STAR	COMMENT
Max Speed	Draft 240cps NLQ 080cps	Draft 240cps NLQ 080cps	And so, in this first round, they start off level pegging.
Direction	Bidirectional, with logic-seeking for characters.	Bidirectional, with logic-seeking for characters.	Both heads travel in both directions is what that means.
Fonts	Draft NLQ Courier Sans Serif Prestige Roman Courier Script	Draft Roman Sans Serif Courier Prestige Script	And still the two contenders are head to head.
Paper Feed	Sheet or tractor feed.	Sheet or tractor feed.	One of them has got to pull away soon (I hope)
Max Resolution	As graphics, 360 dpi (one way, you pick) by 360 dpi (the other way, it seems).	Again, 360 dots per inch in either direction. Do you realise that's 2,880 dots across one piece of paper?	More importantly, can you believe I actually get paid for writing this stuff?
Buffer	8k, upgradable to 104k. The 8k alone would be perfectly adequate for just about any use, but if you wanted to print DTP pages, you'll need the upgrade.	By the time you've got it running on your CPC, you're looking at about 256 bytes. That's 32 times less, and wouldn't print diddly without holding your printer up for an ice age or so.	Finally, something different. If you plan to print text in a hurry (or even in a day), the Citizen printer wins this category, as the Star's buffer system won't be much use to your CPC.
Dimension	The whole thing is 38.5cm wide, 24.7cm deep and 16.7cm high.	This one is a chunkier 38.6cm wide, 27.5cm deep and 19.5cm high.	The Citizen is smaller. The Star is bigger. This category was bought to you by the words 'big' and 'small'.
Print Head Life	200 million dpi	100 million dpi	We've all seen the battery ads – wouldn't they be better if a bunny got shot dead by a flying red hot printer pin?
Price	£180	£350	I know, I just had to mention these prices again – £350 just appeals to my sense of humour.

Many years back, when Amstrad first released the CPC, they came up with a brilliant method of making sure they made huge amounts of cash; they tried to make the machine utterly incompatible with just about every other peripheral known to man, meaning that users had to buy everything from Amstrad at incredibly high prices – the discs were three-inches wide, the formats were deeply strange, the printer port was odd, and the tape ports owed more to the BBC Model B than they did to common sense.

They didn't try hard enough with the printer port, though – the standard was known as Centronics, and it was still possible to buy printers that would cope from other manufacturers. This is a good job for two reasons:

Colour?

That's right, colour. Though your CPC will give a standard black and white output, a colour printout is perfectly possible, either using Epson codes (technical fmg) from your own programs, or a colour dump package for printing out screens in colour, several of which are readily available from PD libraries.

Programming

Just a quick note, because this is a review, not a tutorial – if you want to use your printer from BASIC, you can use the print command as usual, but whereas you used to have PRINT#8, "The Hairy One", you have to use PRINT#8, "The Hairy One" instead. So now you know.

The Hairy firmware guide

Unfortunately, Amstrad stopped printing the huge black book containing all the firmware calls you'd ever need some time ago. Fear not, because the Hairy Firmware Experience should see you through troubled times:

&BC77 - Cas In Open

It's basically the input version of &BC8C, so look at that one.

&BC7A - Cas In Close

It's that closing thing, with no entry conditions, corrupting flags and registers and having a carry flag that says whether you were successful or not.

&BC83 - Cas In Direct

This call reads the data into memory. The only entry condition is HL containing the address to put the data at, and you can bet the carry flag does its thing and other bits and pieces corrupt.

&BC8C - Cas Out Open

This entry sets up an output stream to be written to. On entry, B must contain the length of the filename, HL must contain the address of the filename, and DE must contain the address of a 2k buffer. On exit, there isn't much to say, apart from the fact that the carry flag indicates whether the operation was successful. Just about all main registers and flags corrupt on exit.

&BC8F - Cas Out Close

To close an output stream, use this call with no entry conditions. The carry flag indicates success. Just about all main registers and flags corrupt on exit.

&BC98 - Cas Out Direct

This sends the data out to the file previously opened. On entry, HL contains the address of the data to be saved, DE contains the data length, and BC contains the entry address (the address that'll be automatically jumped to if the code is run from BASIC), and A contains the file type. The carry flag indicates whether the operation was successful. Just about all main registers and flags corrupt on exit.

&BC9B - Cas Catalogue

After all of this extended catalogue stuff, you might like to know that this call simply performs a normal catalogue of the disc or tape with no strings attached. All you need to do is enter the routine with DE containing the address of an available 2k buffer for the CPC to store its information. On exit, the carry flag indicates success and all other registers and flags go doyley (eh? - Dave).

&BC9E - Cas Write

This writes a pure chunk of data out to tape. On entry, HL must contain the start address of the code, DE must hold the length, and A must contain a synchronisation (identity) byte. On exit, just about everything corrupts.

&BCA1 - Cas Read

Reads in a chunk of data produced by Cas Write. The parameters are identical, as are the exit conditions, with the carry flag indicating success.

&BCA4 - Cas Check

Checks a chunk of data against a part of memory. Entry conditions are identical to Cas Read, and on exit the carry flag indicates the integrity of the file.

Assembly Line

Have you ever thought about what this bit of the page is called? You know, the bit in the lettering that's smaller than the headline but bigger than the body copy and tells you things like, "this feature, which was written by Simon Forrester, is a machine code tutorial." No? Ah well, just wondering. We like writing them, you see...

Last month we took a look at writing a direct sector loader, which was a routine to read a block of data directly from the disc without hassling around with files and things. Some people might just have wanted to be able to write out a normal file to disc, though. So for anyone who doesn't like wasting their time on trivial and completely pointless exercises such as writing direct sector loaders that any disc copier could romp through, here's a brief guide to writing normal files.

First, then, you need to write out a file. For the sake of this exercise, use that standard binary file that I love so much:

```
File    CHUCKIE.BIN
Addr    &8000
Lngt    &233E
Exec    &9A97
```

And without further ado, let's get straight to the code:

```
org &7000
limit &7fff
```

```
ld b,12
ld hl,filnam
ld de,&8000
call &bc8c
ld hl,&8000
ld de,&233e
ld bc,&9a97
ld a,&02
call &bc98
call &bc8f
ret
```

```
.filnam:db "CHUCKIE.BIN"
```

But does any of that mean anything to you? (No - Dave.) Probably not - knowing the firmware routines involved might help a little (I'm not going to go through it line by line, because you should have got the hang of the mechanics of machine code by now if

you've been following this series, and if not, why not?), so take a look at the Hairy Firmware Guide which has all the information you need.

In case you're wondering (go on, admit it), the file type 2 indicates that the file is binary; it's not all that important as far as machine code is concerned, but BASIC is likely to throw a bit of a wobbly on contact with the file if you don't specify this, so it's best to include it.

Anyway, let's write a little loader for that file:

```
org &7000
limit &7fff
```

```
ld b,12
ld hl,filnam
ld de,&8000
call &bc77
ld hl,&8000
call &bc83
call &bc7a
jp &9a97
```

```
.filnam:db "CHUCKIE.BIN"
```

Do all your normal bits and take a look at the firmware calls, so we can go on to something more juicy.

Long felines

It's time for some extended CATs. The problem a lot of

people encounter with binary files is that once they're on the disc, it's very difficult to get information such as exact length or entry addresses on them. There is a way, though, as the firmware routine at &BC77 (Cas In Open) gives certain details about files when it's used. The information itself is stored in the registers on exit if the command was successful:

```
A    File type
DE    Location
BC    Length
```

The execution address is held at the memory address &1A bytes after HL, and so can be calculated using the following, placing the execution address in DE:

```
ld de,&001a
add hl,de
ld e,(hl)
inc hl
ld d,(hl)
```

And so we can discover the attributes of almost any file. One odd thing to remember is that binary files created by Maxam don't have a length as far as this routine is concerned. This is because of the way the program writes the file out, but don't worry about it.

Yeah! Kill the kitty!



Leave my cat alone

Now we've been through extended catalogues, you might want to know how to do a standard catalogue, like the sort you'd get if you typed CAT in BASIC.

The firmware call involved is listed in the Hairy Firmware Guide, but to save you the slog of shifting your eyes over to a different part of this spread:

```
ld de,buffer
call &bc9b
```

I think we can just about leave it at that.

Org

One minor change you'll have noticed to this month's column is that every mini-listing has a base address. These aren't meant to be concrete, it's just that judging by the letters, some people don't feel quite safe freely romping around memory. If you're using the actual example program (Chuckie Egg) that I am, the address given will work perfectly for you. If you're not, you might have to work out some new addresses for your routines that steer clear of existing programs.

```
ld a,&80
call &bcal
jp &9a97
```

That was easy, wasn't it? The only part you may not have understood was the figure held in the A register. It's the synchronisation byte - think of it as a file name, as the read routine will ignore every file that doesn't have the synchronisation byte of &80. Like riding a bike or watching an episode of *Twin Peaks*, it's simple once you get the hang of it.

Can you verify that?

I know - when I first started using headerless files, I thought they sounded pretty dodgy as well. There is a verify routine, however, and it's really simple to use. All you have to do is rewind the tape once you've saved the file out, keeping the original in memory, and then run the following routine:

```
org &7000
limit &7fff

ld hl,&8000
ld de,&233e
ld a,&80
call &bc9e
```

```
org &7000
limit &7fff

ld hl,&8000
ld de,&233e
ld a,&80
call &bca4
```

And to load it back in and run it again:

```
org &7000
limit &7fff
```

```
ld hl,&8000
ld de,&233e
```

After this routine, if the file was okay, the carry flag will be set. If the file is dodgy, carry is false. Either way, you'll be able to check and, if there is a problem, re-save the file.

So now you know. Doesn't the world somehow seem a better place?

very carefully about buying your mag in future. Thanks for your valuable time.

Roger Obviouslymadeupname, Tunbridge Wells

Dear Roger

In a nice public relations sort of thing, I'll get Simon to cover something next month that'll definitely apply to you - programming toolboxes, and what they can do for you.

Thanks for taking the time to whinge to me, Colin Publisher

Next Month

Dear Mr Campbell, As publisher of the magazine *Amstrad Action*, I feel you really ought to do something about the situation regarding Simon Forrester's Assembly Line series of articles. For a full two paragraphs, he was talking about tape firmware which didn't apply to me at all.

If your writers continue to ignore large portions of their readership for what I feel to be far too great lengths of time, I'll have to think

Public Image

Pipeline vs Pipe Crazy

Pipeline by Ralf Brostedt
Pipe Crazy by C Moullec

GAME
REVIEW



Imagine playing Pipemania in slow motion and you've got an idea what Pipeline's like.

Most games place you in the role of a muscle-bound hero, an ace racing driver or a famous movie-star. These games, however, let you live the not-quite-so-glamorous role of... a plumber!

Where have you heard that before? (Super Mario Bros? - Dave.) Probably in a Pipemania review, as both Pipeline and Pipe Crazy are Pipemania clones. Like in the original, you're faced with a grid that features a leaky valve. Within a few seconds the washer gives up the ghost and the valve starts gushing forth water. It's your job to connect various bits of piping to the valve to form

one long pipe that'll carry the water away.

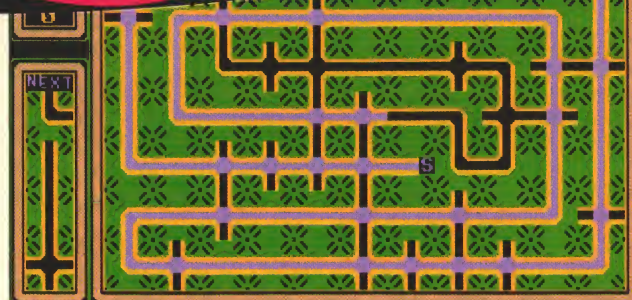
The piping comes in various different shapes and sizes, but unfortunately you can't choose your pieces. They're chosen randomly for you, so you've got to make do with whatever piping you're given. You are, however, given the chance to do some forward planning, because the next three available bits of piping are displayed for you on the left of the screen.

To place a section of pipe, you simply move your cursor to the position where you want the pipe and hit the fire button. To complete a level, you must construct a pipe of the required length before the water overflows out of the end.

Pipemania is one of the most enjoyable games I've ever played. Unfortunately, neither of its PD clones come close to matching its plumbing perfection.

Pipeline, which boasts colourful graphics and level-design faithful to the original, is ruined by a slow moving cursor. It was the frantic nature of Pipemania that made it so good. The inability to speedily move the cursor around the screen destroys the gameplay.

The completely opposite is the case with Pipe Crazy. While the cursor moves around the screen at an admirable speed, the level-design is dreadful. The difficulty of

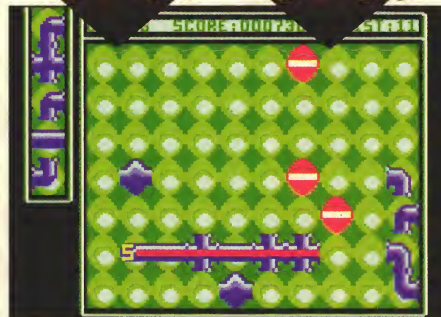


Pipe Crazy not only looks completely nob, it is completely nob.

every second level is based on the fact that you can't swap around sections of the pipe once you've laid them down - an idea which doesn't work at all well. The other levels are all too easy, no matter which of three difficulty levels you use.

Neither of the games are desperately bad - they will keep you amused for a few minutes, but both could have been a whole lot better.

Pipe Crazy 65% Pipeline 60%



Let's face it - unclogging your U-bend would be more exciting than this game.

B-asically unfinished

Where, Plus owners are no doubt wondering, is the review of the latest version of Logon's B-asic that I promised you last month? Well, the version I got was fairly incomplete, so I've decided to wait until it's properly finished. Sorry!

Enter the Public Domain!

And now, especially for all new AA readers - everything you've ever wanted to know about PD, but have always been afraid to ask!

So what is it then? PD software is software that has been donated by its authors to the Public Domain. This means that it is free for anybody to copy, as long as nobody makes any profit out of it and it is not altered in any way. Yes, that's right, it's FREE! What's more, there's absolutely loads of it available for the CPC, covering every imaginable use for your machine - games, utilities and applications.

I bet you're thinking, "If it's free it can't be any good, can it?" Yes it can, actually! While there is inevitably a lot of rubbish to be found in the Public

Domain, there is also plenty of quality software available, which is every bit as good as, if not better than, the commercial equivalent. And while commercial releases for the CPC continue to dwindle, there is always a steady stream of PD being released. To make sure that you only get the very best PD available, all you need to do is to read the reviews in this column!

Where can you get hold of it? The most common way of obtaining PD in Britain is to get it from one of the many PD libraries. These have large selections of PD which they will copy for you for a small copying charge (usually about 25p per side of disc). All the software reviewed in Public Image should be available from all the libraries listed in the Amscene Directory. Send any of them an SAE, and they'll be happy to send you a catalogue of the software they distribute, along with full details of how to order it.

The French connection

Is this the only way of obtaining PD? No. In Europe, where the PD scene is most active, there are virtually no PD libraries at all. Why is this? Well, most CPC users on the continent get hold of PD software from pen-pals, at home and abroad. The authors of the software give their productions to all their contacts, who in turn give copies to their contacts, and so on. In this way the software gets around in no time at all. If you wanted to use this method yourself, you could place a small ad in AA saying that you are looking for contacts to swap PD software with, and you should get a decent response. Obviously, though, you'll need to have some PD to swap in the first place, so you're still going to have to use the service offered by the PD libraries.

It is from contacts abroad that the Public Domain libraries get most of their software. The

GAME
REVIEW

Death's Ticket

By Royer Sebastien

Death's Ticket is a sideways-scrolling shoot-'em-up of the R-Type variety. The problem with that comparison is that the makers of R-Type will probably sue for defamation of character. Death's Ticket looks interesting enough when you first load it up, but you soon realise that there's little to it, and it's actually quite dull.

There are a number of things which work against this game. First, there are only three types of enemies, two of which just hang in the air. The other one flies at you, but it only moves horizontally, so it might as well just hang like the others for all the difference that startling innovation makes.



Gosh, this looks startlingly original.

All the enemies can be dodged with ease because the game moves at a snail's pace. You can, if you want, shoot them, but there's little fun in it, and anyway, you'll find that you run out of bullets in no time at all.

Although the screenshots may look decent enough, don't be fooled - while the graphics are colourful, the gameplay could hardly be less interesting.

40%



I wonder what's on the telly?



It never really got started.



GAME
REVIEW

Zaxon

By Laurent Vittecoq

For any of you whose intellectual appetites still haven't been satisfied, or any Puzznic fans craving for a bit more action, here comes Zaxon, yet another PD puzzler in the Puzznic mould.

If you've ever played any Puzznic clone, it won't take you long to get to grips with this one. As usual, you're faced with a screen full of patterned blocks. You have to move the blocks around to position matching blocks next to each other, at which point they vanish. When you've eliminated all the blocks, you go on to the next level.

What makes Zaxon different is that when you move the blocks, they slide along as if they're on

Oh come on, be serious... Is that woman supposed to entice you into buying the game? Sad really, isn't it. What next? Topless blondes in Fun School?



ice, only coming to a halt when they hit a wall or another block, or when they fall off the end of a platform. The other major difference is that they won't disappear unless one crashes into another from the side, so unlike other Puzznic clones, you can't get away with landing them on top of each other.

As regards presentation, the graphics feature a strange choice of colours, and there's no music, no instructions and no level designer. The cursor is also slow to move and respond. However, owing to the nature of the game, these



Ever heard that 'load of old blocks' line? Right, I won't use it again, then.

small deficiencies fail to impinge on what is most important - gameplay, which is available in abundance in this game owing to the clever design of the levels.

Zaxon may not be as good as Puzznic, but it's not all that bad either. For Puzznic fans looking for a new challenge, it's worth checking out.

65%

Next Month...

As well as another collection of PD paraphernalia, next month's pulsating Public Image will feature an in-depth interview with Fraggle of Moving Pixels, whom you'll know for being responsible for the likes of Jumpmania, Puzznic, Crazy Snake and many more. So what's he up to at the moment? You'll just have to wait until next month to find out!

small fee you pay them is really to cover the costs they incur in obtaining software.

Share and share alike

Is shareware the same as PD? Yes and no. Shareware, like PD, can be freely distributed and is available from PD libraries. The difference is that if you like the software and make use of it, then you should pay a small shareware fee to the author of the software. If everyone has the decency to pay the tiny fee requested, then the author is motivated to continue producing software for the CPC, and so we all benefit.

That should be all you need to know about the Public Domain. However, if you've any further questions, just put pen to paper and write to me at the usual AA address, and I'll be happy to supply the answer.

SERIOUS Diskrepair Anonymous

Anyone with a disc-drive knows the problem - your disc keeps giving you read errors, even after re-formatting.

Often only a part of the disc is corrupt, which is really irritating, because this is always the part that the computer tries to save on to. Damn and blast, eh? Diskrepair gets around this problem, by identifying the part of the disc that is corrupted and copying a dummy file



on to it. The dummy file is hidden away in another user area, so for all intents and purposes, what you're left with is a perfect disc, albeit with a little less storage capacity than you had before.

Using Diskrepair is simplicity itself; all you've got to do is move the cursor over an option on the menu screen and press fire. However, for some strange reason that I can't quite understand, control is by joystick only.

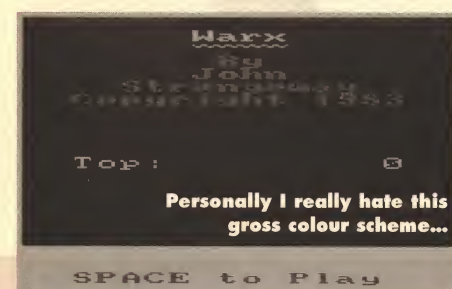
The only other thing I can say against Diskrepair is that it's nothing new - the excellent Disc'o'Magic by Joker of Beng! also includes a repair facility, plus loads of other utilities. However, if you don't want to pay Disc'o'Magic's small shareware fee, then you should find Diskrepair very useful indeed.

75%

type-ins

Simon really does get the easy life - he doesn't have to type any of these programs in himself, whereas you do. Ha! (But it's worth the effort, honest guy - says the diplomacy ed.)

Warx



...but as long as it Warx who cares?

This game, from John Strangeway of Kelso, is what you'd end up with if you got hold of a copy of *Tron Cycles*, took away the steering,

but gave one of the players the ability to suddenly warp to the other side of the arena. You play the part of the blue line on the right hand side of the screen, and at any point you want, you can hit the space bar, to make your line scream over to the left in an attempt to hit the first cell of the white line.

If you succeed in hitting the very first pixel of that line, you'll score a point. If the line has already passed by the time you get to it, you'll die. If, however, you fire too early, you'll simply make the white line bounce off your blue line, and it'll gradually make its way over to your side of the screen. When it gets there, you'll die.

Okay, so this probably isn't the ultimate in home video entertainment, but it's here for a very special reason - it contains quite a few little

Lines 80-140

Ooh - reading this set of lines, I can't help feeling it might have been easier as follows (I haven't included all the ink values as that'd just be a waste of space):

```
FOR p=0 TO 3
READ i
INK p,i
NEXT p
```

And later on in the listing to have:

```
DATA 0,26,13,6
```

This is an all-purpose routine that could be inserted into any program, letting the programmer change the ink values by simply altering the DATA statement.

When we get down to it, the same type of principle could have been used to save time and effort with the window set-up commands in lines 150 to 170.

programming points that it'd do you a hell of a lot of good to take some notice of. Type it in, then.

```
DAHC 10:REM:Warx
NAEA 20:REM:Copyright:1993:By:John:Strangeway
BAHG 30:REM
BAJF 40:h=0
EACH 50:SYMBOL:AFter:32
BALP 60:MODE:0
JAJD 70:SYMBOL:62,0,&X10011001,&X1100110,0,0,0,0,0
```

```
GAGG 80:INK:0,3:BORDER:3:PAPER:0
FAHO 90:INK:1,15:INK:2,2:INK:5,0
GACF 100:INK:3,26:INK:6,11:INK:8,0
FAID 110:INK:15,11,10:INK:7,13
FAAH 120:INK:14,21,8:INK:13,5,6
EADF 130:INK:9,9:INK:10,6
CAAI 140:INK:4,18
```

```
IANJ 150:WINDOW#2,2,19,3,20:PAPER#2,5:CLS#2
IAMO 160:WINDOW#1,2,19,22,24:PAPER:1,1:CLS#1
IACN 170:WINDOW#3,2,19,21,21:PAPER#3,4:CLS#3
LADM 180:PLOT:30,17,1:DRAW:30,370:DRAW:608,37
0:DRAW:608,17
LAOM 190:PLOT:27,17,1:DRAW:27,374:DRAW:612,37
4:DRAW:612,17
```

```
GAKI 200:PLOT:27,373,1:DRAW:612,373
GAFJ 210:PLOT:27,369,1:DRAW:612,369
JABP 220:LOCATE:2,8,2:PEN:2,11:PRINT#2,"Mar
x"
JA0B 230:LOCATE:2,8,3:PEN:2,7:PRINT#2,">>>>
"
```

```
IA00 240:LOCATE#2,9,4:PEN:2,10:PRINT#2,"By"
JADM 250:LOCATE#2,8,5:PEN:2,10:PRINT#2,"John
"
```

```
MAIF 260:LOCATE#2,5,6:PEN:2,10:PRINT#2,"Stra
ngeway"
```

```
MACO 270:LOCATE#2,3,7:PEN:2,10:PRINT#2,"Copy
right:1993"
```

```
DBPA 280:LOCATE:2,3,12:PEN:2,9:PRINT#2,"Top
:":LOCATE:2,8,12:PRINT#2,USING"#####
";h
```

```
MADL 290:LOCATE:1,1,2:PEN:1,13:PRINT#1,".S
PACE:to:Play"
DADC 300:k=INKEY$
EAIJ 310:IF:k$="." THEN:330
```

```
CABX 320:GOTO:300
GAED 330:REM:*****Play:*****
BANO 340:CLS#1
```

```
BAPO 350:CLS#2
FAFN 360:comp=40:plar=598
GAGH 370:bonus=500:score=0
```

```
AAFP 380:
GBCK 390:LOCATE:1,1,2:PEN:1,2:PRINT#1,CHR$(
253)+":":PEN:1,8:LOCATE:1,3,2:PRINT:1
,USING"#####";bonus
```

```
HBKH 400:LOCATE:1,8,2:PEN:1,2:PRINT#1,CHR$(
185)+":":PEN:1,8:LOCATE:1,10,2:PRINT#1
,USING"#####";score
```

```
DAMM 410:CLEAR:INPUT
HAPJ 420:FOR:dline=80 TO:366:STEP:3
NAKA 430:PLOT:comp,dline,3:PLOT:plar,447-dlin
e,6
```

```
DAIC 440:k=INKEY$
EADK 450:IF:k$="." THEN:480
EAOM 460:SOUND:1,100*1,1,10
EAGC 470:NEXT:dline
```

```
EAEN 480:REM:***Space***
FAKP 490:plary=447-dline
```

Line 390

Here's something you might like to try. When John wants to display the score, he makes sure there are a certain number of digits in the number, whether they're unused zeros or not. This is achieved with the USING command, that he can give a format for the number to use. So if you were to use the command:

```
PRINT USING "###.###";3.4
```

You would see:

```
3.40
```

Note the space before the number, as that was left behind because there was no digit to fill that column. If the number was 53.4, the five would appear in the far left column, and the space would be lost.

For a detailed list of the various control characters (other than #) available to the command, take a look at your manual.

```
MAEA 500:PLOT:plar,plary,6:DRAW:comp,plary
IAND 510:IF:dline=plary+0 THEN:580
IAPD 520:IF:dline=plary+1 THEN:580
IACE 530:IF:dline=plary-1 THEN:580
HAEO 540:IF:dline=plary THEN:830
HAPN 550:IF:dline=plary THEN:700
BACJ 560:END
AAGP 570:
EA0A 580:REM:***Hit***
HAFI 590:score=score+bonus
FAOC 600:FOR:loop=1 TO:15
GAGC 610:SOUND:1,100*loop,6,15
OADD 620:PLOT:comp-10,dline+10,15:DRAW:comp+1
0,dline-10
```

```
OAED 630:PLOT:comp-10,dline-10,15:DRAW:comp+1
0,dline+10
```

```
DADN 640:NEXT:loop
BACP 650:CLS#2
```

```
LAGM 660:PLOT:30,17,1:DRAW:30,370:DRAW:608,37
0:DRAW:608,17
```

```
DANA 670:comp=40
DAHL 680:bonus=500
CADL 690:GOTO:380
```

```
FACN 700:REM:***Top:Miss***
JAFc 710:FOR:c=dline TO:plary:STEP:3
EAFL 720:PLOT:comp,c,3
```

```
EA0J 730:SOUND:1,10*i,1,10
CANH 740:NEXT:c
```

```
EAGO 750:comp=comp+40
EABL 760:DRAW:comp,80,7
```

```
GADA 770:IF:comp=560 THEN:960
IANM 780:IF:bonus=500 THEN:bonus=210
```

```
FAJN 790:bonus=bonus-10
MAHJ 800:PLOT:comp-40,plary,5:DRAW:plar,plary
```

```
IANL 810:PLOT:plar,365,5:DRAW:plar,80
CAOK 820:GOTO:380
```

```
EADI 830:REM:***Miss***
HAPJ 840:FOR:c=dline TO:365:STEP:3
```

```
EAJL 850:PLOT:comp,c,3
EACK 860:SOUND:1,10*i,1,10
```

```
CABI 870:NEXT:c
FALF 880:SOUND:1,0,100,12,1,31
```

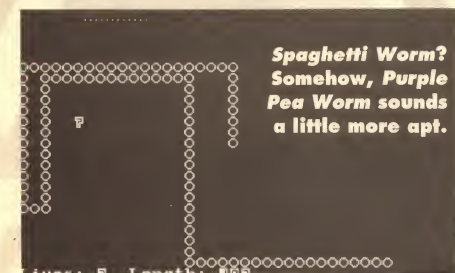
```
KAJO 890:PLOT:comp-10,c+10,14:DRAW:comp+10,c+
10
```

```
KABO 900:PLOT:comp-10,c-10,14:DRAW:comp+10,c+
10
```

```
GAKC 910:FOR:w=0 TO:200:NEXT:w
GACJ 920:PLOT:20,377,0:DRAW:620,377
```

```
GAFJ 930:PLOT:20,378,0:DRAW:620,378
IAMF 940:IF:h(score) THEN:h=score
CANK 950:GOTO:150
FAME 960:REM:***Finish***
FALF 970:SOUND:1,0,100,12,1,31
BAJM 980:c=80
KAKO 990:PLOT:comp-10,c+10,14:DRAW:comp+10,c-
10
LAJA 1000:PLOT:comp-10,c-10,14:DRAW:comp+10,c-
10
GACF 1010:FOR:w=0 TO:200:NEXT:w
IACI 1020:IF:h(score) THEN:h=score
CADN 1030:GOTO:150
```

Spaghetti Worm



The bolognese sauce looks a little off as well.

Don't adjust your page - this game is actually called *Spaghetti Worm*, a title which is explained in the listing. It's basically a standard worm program-thing, the instructions for which can be found on the title screen. All you have to do is collect the numbers to make your snake grow, with the aim of building a total disregard for Jonathan Wilson's wishes, though, I've brutally renumbered this program (because I'm funny like that).

AAIX 10:
HAND 20:Spaghetti Worm V1.0
IAEG 30:('c') Jonathan Wilson:1994

SafeSoft's Disc Archiver

Odder and odder, thought Alice. It turns out that some people are having trouble using this listing from issue 101, because of odd things like buffer space taken by *TypeChecker*. If you run the program without *TypeChecker* in memory everything will be fine, but just in case, you can replace the first lines of the original listing with:

```
GAJK 10:MEMORY:&7FFF:addr=&8000
CAEE 20:READ:h$
KAAM 30:IF:h$="**" THEN:SAVE:"sda.bin",b,&8000
,&BF0
FAJO 40:POKE:addr,VAL("&"&h$)
EAEF 50:addr=addr+1
CABE 60:GOTO:20
```

You don't have to re-type all the data statements, just the first six lines (pew). This will then save out a binary file to disc. To run this, you can use the following program (you can't just run the file that was saved out):

```
DAFX 10:MEMORY:&3FFF
FALL 20:LOAD:"sda.bin",&4000
CAJK 30:CALL:&4000
```

```
AAIX 40:
LAAX 50:('Originally called "Spaghetti"
KAHJ 60:('Worm because of the type of
LADM 70:('programming "technique" used).
AAPK 80:
LAIP 90:('If you're lazy you can skip out
LAEN 100:('the title screen and the REMs.
JAFJ 110:('But don't alter the code!
AAKN 120:
DAPH 130:('BML--DTS)
AAMN 140:
AANN 150:
KALA 160:('It's Symbolic of Course..."
AAPN 170:
EACK 180:SYMBOL:AFter:32
KANF 190:SYMBOL:ASC("1"),126,122,122,122,122,
122,122,126
JADL 200:SYMBOL:ASC("2"),126,66,122,122,66,94
,66,126
JANN 210:SYMBOL:ASC("3"),126,66,122,66,122,12
2,66,126
JAEM 220:SYMBOL:ASC("4"),126,94,94,86,66,118,
118,126
JAJL 230:SYMBOL:ASC("5"),126,66,94,66,122,122
,66,126
JAIG 240:SYMBOL:ASC("6"),126,94,94,94,66,90,6
6,126
KAID 250:SYMBOL:ASC("7"),126,66,122,114,122,1
22,122,126
JADG 260:SYMBOL:ASC("8"),126,66,90,66,90,90,6
6,126
JAGO 270:SYMBOL:ASC("9"),126,66,90,66,122,122
,122,126
JAXF 280:SYMBOL:ASC("0"),126,66,90,90,90,90,6
6,126
IAAX 290:SYMBOL:ASC("&"),0,60,60,60,60,60,60,
0
JAJF 300:SYMBOL:ASC("&"),126,66,122,34,46,56,
40,56
JADB 310:SYMBOL:ASC("&"),56,68,130,130,130,68
,56
IADK 320:SYMBOL:ASC("1"),0,56,124,124,124,56,
0
IAJO 330:SYMBOL:ASC("&"),36,36,36,36,36,36,36
,36
HAJP 340:SYMBOL:ASC("&"),0,24,24,0,0,24,24,0
HAPP 350:SYMBOL:ASC("&"),0,0,255,0,0,255,0,0
HANO 360:SYMBOL:ASC("&"),0,0,0,102,102,0,0,0
IACH 370:SYMBOL:ASC("&"),36,36,228,4,4,252,0,
0
IABB 380:SYMBOL:ASC("&"),0,24,24,96,96,0,0,0
IACH 390:SYMBOL:ASC("&"),0,0,252,4,4,228,36,3
6
IAEA 400:SYMBOL:ASC("&"),0,0,0,96,96,24,24,0
IAHH 410:SYMBOL:ASC("&"),0,0,63,32,32,39,36,3
6
HA0J 420:SYMBOL:ASC("&"),0,0,0,6,6,24,24,0
IABH 430:SYMBOL:ASC("&"),36,36,39,32,32,63,0,
0
HAIJ 440:SYMBOL:ASC("&"),0,24,24,6,6,0,0,0
AAAO 450:
IAIE 460:('Constant Variables
AACO 470:
FAOP 480:DEFINT:a-b,d-s,u-z
EAOG 490:DIM:a(120),b(120)
LAOG 500:nc$=CHR$(15)+CHR$(2)+""+CHR$(8)+CHR
$(15)+CHR$(1)
MAJH 510:tpn$=CHR$(22)+CHR$(1):tpof$=CHR$(
22)+CHR$(0)
CBLP 520:lf$="A":rt$="S":up$="X":dn$="M":
spd$="SLOW":either:FAST or:SLOW
ABJP 530:slow$="L"+CHR$(8)+CHR$(15)+CHR$(2)+
""+CHR$(15)+CHR$(1):fast$="L"
PAPJ 540:slow$=CHR$(15)+CHR$(0)+CHR$(143)+CH
R$(15)+CHR$(1):fast$=""
PAPA 550:IF:spd$="SLOW" THEN:head$=slow$:ta
il$=slow$
OALW 560:IF:spd$="FAST" THEN:head$=fast$:ta
il$=fast$
EBJI 570:IF:Adams AND:Hume=:NOT:Tossers THEN
The:Pope:is:a:Protestant
FAJO 580:ENT:-1,4,-20,0,5,-4,20,0,5
CAHA 590:sh=1
AANN 600:
```

Typing listings

If you've never typed in a listing from AA before, then reading this following blurb is a REALLY GOOD IDEA.

● Basically, all you need to do is type in exactly what we print EXCEPT the first four letters in each line.

● The first four letters are a code which work in conjunction with our unique and utterly excellent *TypeChecker* program below.

● Only press RETURN when you get to the end of a command line. If a command line goes on to two lines do not press RETURN at the break in the line. Your lines on screen should break in exactly the same place as they do in the mag.

TypeChecker

This is a program that enables you to check whether you have typed AA listings in correctly. Type it in, then SAVE it for future use. So, when you want to type in an AA listing, and you want to double check that you got it right:

- Load up *TypeChecker*.
- Type NEW.
- Type in the listing of your choice.
- When you've finished type LIST.
- At the end of every line a highlighted code will appear. It should correspond with the code printed in front of the same line in AA. If it doesn't you have typed in that line incorrectly.

PAML 10:TypeChecker V1.0--By:Simon:Forrest er:--Dec:1992

MA0J 20:('Fox:Amstrad:Action:--Public:Domain

DANK 30:MEMORY:&9FFF

CAJK 40:csum=0

GAME 50:FOR:addr=&A000 TO:&A05B

DAKJ 60:READ:byte\$

GAJB 70:byte=VAL("&"&byte\$)

FACF 80:POKE:addr,byte

GAFB 90:csum=csum+byte

DALK 100:NEXT:addr

OACI 110:IF:csum(&2ADD) THEN:PRINT:"Checksum: Error":END

LAHE 115:POKE:&A001,PEEK(&BB5B):POKE:&A002,P

EEK:(&BB5C)

KAHI 120:POKE:&BB5A,&C3:POKE:&BB5B,&3:POKE:&B

B5C,&A0

MACN 130:PRINT:"TypeChecker V1.0 Installed":E

ND

MABC 140:DATA:CF,FE,93,FE,0A,CA,00,0A,0F,5C,D

5,ES,FE,0D,CA,22

LACJ 150:DATA:0A,5F,16,00,2A,5A,A0,19,22,5A,A

0,E1,D1,C1,F1,C3

LAFJ 160:DATA:00,A0,3E,20,CD,00,A0,3E,18,CD,0

0,A0,2A,5A,A0,7C

LADI 170:DATA:CD,45,A0,7D,CD,45,A0,3E,18,CD,0

0,A0,21,00,00,22

LACN 180:DATA:5A,A0,C3,1B,A0,FS,E6,0F,C6,41,C

D,00,A0,F1,E6,F0

KAJC 190:DATA:1F,1F,1F,1F,C6,41,CD,00,A0,C9,0

0,00,END

Turning *TypeChecker* off (it is automatically initialised when you RUN the program above) and back on again is quite simple:

POKE &BB5B,0 To turn it off

POKE &BB5B,3 To turn it back on again

TypeChecker was an Amstrad Action

presentation brought to you in association with

Hairy Happening Productions Ltd.

Elite

It's that covertape that's plagued my life since it was sellotaped® to the front of the hundredth issue of AA. Normal 6128 owners (not Plus owners) who are having problems getting the tape to work might find this listing useful. All you have to do is type it in, and run it with your *Elite* tape in the drive:

```
GAAM 10·LOAD·"elite.bin",&BE80
DAHE 20·POKE·&BE94,0
DAJE 30·POKE·&BE95,0
DALE 40·POKE·&BE96,0
CAGN 50·CALL·&BE80
```

```
OA01 610·"Install.464·COPYCHR$(by·Stuart·Ga
scoigne)
AAPN 620·"
JAF6 630·DATA·cd,60,bb,eb,23,5e,23,56,12,c9
DAHJ 640·RESTORE·630
EACL 650·MEMORY·HIMEM-10
FANL 660·COPYCHR·HIMEM+1
KALA 670·FOR·cp=copyschr·TO·copyschr+9
DABB 680·READ·cp$
FANO 690·POKE·cp,VAL(""&cp$)
CAJO 700·NEXT·cp
AAPN 710·"
FACK 720·"Title·screen
AABO 730·"
JAOJ 740·DATA·"00000100000100011100011100011
00011",291
JAMJ 750·DATA·"00000100000100010001000100010
10101",228
JAIJ 760·DATA·"00000100010001000001000100010
01001",205
JAMJ 770·DATA·"0000010001000100000100011100010
01001",251
JAOJ 780·DATA·"00000101010100010001000100010
00001",182
JAIK 790·DATA·"0000011000110001110001000100010
00001",199
DAHJ 800·RESTORE·740
GAPH 810·MODE·1·BORDER·0·INK·0,0
GAOB 820·INK·1,0·INK·2,0·INK·3,0
GAED 830·PRINT·PRINT·tpn$
HALD 840·FOR·wl=2570·TO·2620·STEP·10
HAMP 850·wlsun=0·READ·wl$,wlck
EAIH 860·FOR·wc=1·TO·35
FADP 870·wc$=MID$(wl$,wc,1)
MAML 880·IF·wc$="1"·THEN·PRINT·slow$;ELSE
·PRINT·"·";
JAPA 890·wlsun=wlsun+VAL(wc$)*wc
DACE 900·NEXT·wc
CAHC 910·PRINT
OABB 920·IF·wlsun()wlck·THEN·PRINT·"Check·li
ne·wl";
CAOP 930·NEXT·wl
KAHN 940·PEN·1·LOCATE·12,1·PRINT·"S·P·A·G·H
·E·T·I·"
KAMB 950·LOCATE·15,10·PRINT·"Version·One"
MAOH 960·LOCATE·12,12·PRINT·"By·Jonathan·Wil
son"
EBNE 970·PEN·3·LOCATE·2,14·PRINT·"Eat·the·n
umbers·to·get·tail·length·100"
DAOF 980·LOCATE·2,16
EBMM 990·PRINT·"To·change·Keys·from·";lf$;"·"
·rt$;"·";up$;"·";dn$;"·and·change"
ABDM 1000·LOCATE·5,17·PRINT·"Speed·from·";sp
d$;"alter·line·2370"
IANI 1010·PEN·2·LOCATE·19,25·PRINT·"BML:"
KAFM 1020·SPEED·INK·2,2·INK·1,26·INK·2,15,0
·INK·3,25
BBBP 1030·FOR·o=100·TO·1000·STEP·5·SOUND·1,0
,1,10,,20·SOUND·2,1000-o,1,15·NEXT·o
NAMJ 1040·PEN·1·LOCATE·9,20·PRINT·"PRESS·A·
KEY·TO·CONTINUE"
FAIN 1050·CALL·&BB03·CALL·&BB18
BAOA 1060·"
EAPE 1070·"WINDOWS·#3.1
```

```
BAAB 1080·"
GAJP 1090·MODE·1·WINDOW#1,1,40,25,25
GAPP 1100·BORDER·3·INK·0,3·INK·1,26
JAHE 1110·o=RND*16·INK·2,o·IF·o=3·THEN·1110
JAKE 1120·o=RND*16·INK·3,o·IF·o=3·THEN·1120
FAPC 1130·PAPER·0·PAPER#1,0
EATA 1140·PEN·1·PEN#1,1
DAJF 1150·CLS·CLS#1
BAPA 1160·"
EAAC 1170·"1000·Words
BABB 1180·"
EAKM 1190·"----Sheet·1·---
FAJJ 1200·IF·sh=1·THEN·pr=0
EAEM 1210·"----Sheet·2·---
HANM 1220·DATA·11,5,30,-,1,10,10,-,21,10,20
,-
HAFO 1230·DATA·1,15,20,-,31,15,10,-,1,20,30
,-
JAJA 1240·IF·sh=2·THEN·RESTORE·1220·pr=6
EAMJ 1250·"----Sheet·3·---
IACM 1260·DATA·4,4,1/,5,4,32,-,37,4,1,X,4
,5,15,)
IAPK 1270·DATA·8,7,1/,9,7,24,-,33,7,1,X,8
,8,9,)
JAJN 1280·DATA·12,10,1/,13,10,16,-,29,10,1
,X,12,11,3,)
JAEJ 1290·DATA·12,16,1/,13,16,16,-,29,13,3
,)29,16,1,+)
JAHJ 1300·DATA·8,19,1/,9,19,24,-,33,10,9,)
,33,19,1,+)
JAIJ 1310·DATA·4,22,1/,5,22,32,-,37,7,15,)
,37,22,1,+)
JALD 1320·IF·sh=3·THEN·RESTORE·1260·pr=24
EAMJ 1330·"----Sheet·4·---
HAFJ 1340·DATA·8,7,18,,16,1,6,,16,13,12,)
HABM 1350·DATA·24,1,12,,24,19,6,,32,1,18,
)
JAPA 1360·IF·sh=4·THEN·RESTORE·1340·pr=6
EAOM 1370·"----Sheet·5·---
JALC 1380·DATA·16,3,1,+,19,6,1,+,22,9,1,+,
25,12,1,+)
JAEK 1390·DATA·25,12,1,X,22,15,1,X,19,18,1
,X,16,21,1,X
JAIC 1400·DATA·1,3,15,-,1,6,18,-,1,9,21,-,
1,12,24,-
HACM 1410·DATA·1,15,21,-,1,18,18,-,1,21,15,
-
JALF 1420·DATA·16,1,2,,16,22,3,,19,1,5,,
19,19,6,)
JADL 1430·DATA·22,1,8,,22,16,9,,25,1,11,)
,25,13,12,)
JAIE 1440·DATA·39,3,2,-,39,6,2,-,39,9,2,-,
39,12,2,-
HALN 1450·DATA·39,15,2,-,39,18,2,-,39,21,2,
-
JACE 1460·IF·sh=5·THEN·RESTORE·1380·pr=30
GAPI 1470·"----Draw·Screen·---
EAKL 1480·PRINT·tpn$;
FAKA 1490·FOR·pr=1·TO·pr
GAJA 1500·READ·px,py,pn,p$
EAMN 1510·LOCATE·px,py
FAMB 1520·FOR·pn=1·TO·pn
GAPL 1530·PEN·3·PRINT·p$CHR$(8);
IAMA 1540·PEN·1·PRINT·CHR$(ASC(p$)-1);
JAMK 1550·IF·p$=")"·THEN·PRINT·CHR$(8)CHR$(
10);
DAJE 1560·NEXT·pn
EAAP 1570·SOUND·1,90,2,10,,1
DAPC 1580·NEXT·pr
BAGB 1590·"
IACF 1600·"The·bit·at·the·start
BAPA 1610·"
ABFG 1620·li=4·x=1·y=1·qu=0·le=0·dir$=rt
$·pts=1·rh=3·nt=0
PAOI 1630·FOR·o=1·TO·119·a(o)=1·b(o)=1·NEXT·o
·over$="NOT"·ch$="1"
JAEM 1640·PRINT#1,"Lives:";li;"Length:"
KAPE 1650·IF·spd$="FAST"·THEN·PRINT·tpoff$;
IAAG 1660·GOSUB·1900·get·1st·point
GACK 1670·t=TIME·set·timer
DAID 1680·CALL·&BB03
BAHB 1690·"
GADE 1700·"Honey·Nut·Loop
```

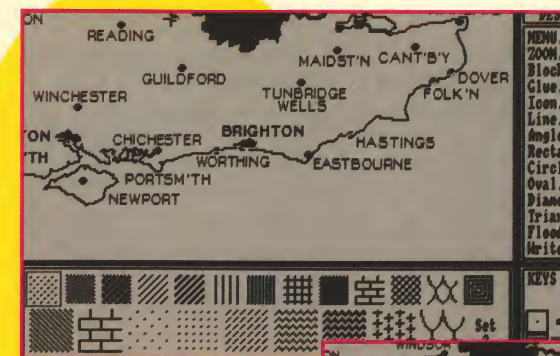
```
BAAB 1710·"
DAPN 1720·LOCATE·x,y
GAKH 1730·CALL·copychr,ech$
OANA 1740·IF·ch$("<)"·THEN·GOSUB·1900·IF·ove
r$(">)"·THEN·2120
EALI 1750·PRINT·head$;
KADI 1760·rt=rh-le·IF·rt<1·THEN·rt=rt+119
GAEC 1770·LOCATE·a(rt),b(rt)
LAOG 1780·IF·nt·THEN·nt=nt-1·ELSE·PRINT·tail$
;
LAOF 1790·is=UPPER$(INKEY$)·IF·is("<)"·THEN·d
ir$=is$
LANJ 1800·IF·dir$=up$·THEN·y=y-1·IF·y=0·THEN·
y=24
LAFI 1810·IF·dir$=dn$·THEN·y=y+1·IF·y=25·THEN·
y=1
LAAI 1820·IF·dir$=lf$·THEN·x=x-1·IF·x=0·THEN·
x=40
LAFJ 1830·IF·dir$=rt$·THEN·x=x+1·IF·x=41·THEN·
x=1
IAEK 1840·rh=rh+1·IF·rh=120·THEN·rh=1
FAMM 1850·a(rh)=x·b(rh)=y
IACJ 1860·GOTO·1720·main·game·loop
BAHB 1870·"
LACH 1880·"CRASH·Course·In·Brain·Surgery"
BAJB 1890·"
LAHN 1900·IF·INSTR("123456789?",ch$)=0·THEN·1
920·ELSE·1970
EABC 1910·"----Oups·---
JAOM 1920·li=li-1·LOCATE#1,7,1·PRINT#1,li;
HAML 1930·IF·li=0·THEN·over$="DEAD"
FABJ 1940·SOUND·1,300,15,15,,1,1
GAJG 1950·RETURN·to·HN·Loop
EAFO 1960·"----Scored·---
NAOL 1970·IF·qu=1·THEN·over$="DONE"·RETURN·
to·HN·Loop
FAMC 1980·SOUND·1,100,10,10,,1
IABD 1990·le=le+pts·nt=nt+pts
HADP 2000·LOCATE#1,18,1·PRINT#1,le;
IAII 2010·PRINT·tail$·eat·number
FAHN 2020·IF·le>99·THEN·qu=1
JAGA 2030·LOCATE·INT(RND*39+1),INT(RND*23+1)
LAPH 2040·CALL·copychr,ech$·IF·ch$("<)"·THEN
·2030
EBND 2050·IF·qu=0·THEN·pts=RND*8+1·get$=no$+
MID$(STR$(pts),2,1)·ELSE·get$=no$+"?"
CBJE 2060·IF·spd$="FAST"·THEN·PRINT·tpn$get$
tpoff$;ELSE·PRINT·get$;
DAOM 2070·LOCATE·x,y
GAEG 2080·RETURN·to·HN·Loop
BACB 2090·"
IACM 2100·"Oh·dear...you're·dead."
BALA 2110·"
FADL 2120·secs=(TIME-t)/300
EAJL 2130·WHILE·rt<rh
KAME 2140·LOCATE·a(rt),b(rt)·PRINT·tail$;
KACP 2150·SOUND·1,90,1,10,,1,1·FOR·o=1·TO·2
0·NEXT·o
IAAP 2160·rt=rt+1·IF·rt=120·THEN·rt=1
CAIB 2170·WEND
MAHE 2180·LOCATE#1,18,1·PRINT#1,le;"Time:";
secs;"·";
ABPF 2190·IF·over$="DONE"·THEN·PRINT#1,CHR$(2
24);ELSE·PRINT#1,CHR$(225);
NAHO 2200·IF·over$="DONE"·THEN·sh=sh+1·IF·sh
=6·THEN·sh=1
GALB 2210·FOR·o=500·TO·1·STEP·-1
EABD 2220·ol=o*0.025+2.5
KAFB 2230·SOUND·1,o,1,ol·SOUND·2,500-o,1,ol
,,,1
CAGL 2240·NEXT·o
FALN 2250·CALL·&BB03·CALL·&BB18
GAIF 2260·GOTO·1090·new·game
```

Send us your stuff

Anyway, that's all we've got space for this month. Remember, if you want to see your handywork in print, just send your tapes or discs in an envelope marked 'Type-Ins' to the usual address, and remember to send an SSAE if you want your disc or tape back.

Maps for MicroDesign

Ever wanted to reshape the world in your own image? Well, you can start with the UK thanks to these new maps designed to be used with **MicroDesign**. Dave Golder explores.



Using MicroDesign's facilities you can make your own additions to the maps.

Have you ever met one of those smart alegs who ask you what the shortest distance between two points on the earth's surface is, and when you reply, "a straight line," they go, "no, it's a curve, because the earth's surface is curved." Well, next time, just tell 'em to dig their way between the two points. Anyway, now I've got that off my chest I can get around to what it was that inspired the rant in the first place. Campursoft have released a series of UK maps for use their rather splendid *MicroDesign Plus* DTP package, with a set of world maps set due to follow soon.

The UK pack comes on two discs containing an impressive range of cartographical delights:

- 1 Counties
- 2 Major motorways
- 3 Internal boundaries (ie, Scotland, Wales)
- 4 Major rivers
- 5 A coastal outline of the UK in double-thickness pixels
- 6 A coastal outline in single-thickness pixels.

For some reason Campursoft have filled up the gaps on the discs with pictures of geishas.



7 Major town and cities.
8 A combined map of towns, motorways and cities.

Plus, there are a number of other outline maps of specific areas, such as Wales, the north of England, London and the Isle of Man along with a series of weather symbols you can use on the maps.

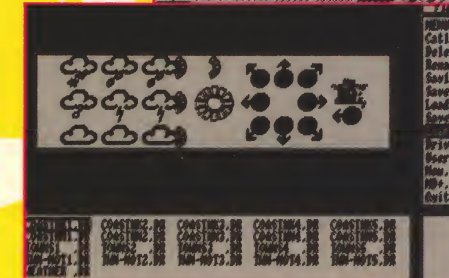
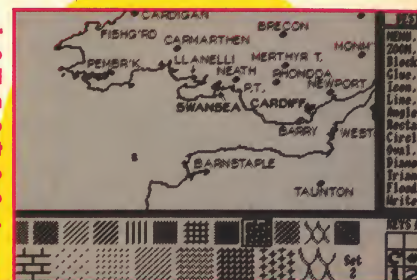
Each individual map is built up from a series of files; what you have to do is open up *MicroDesign*, then load and print each section a piece at a time in order. At full scale the maps are produced at a scale of 1: 4,120,000 (that's about 55 miles to every inch) which fits on an A4 sheet of paper.

As reference material the maps are extremely limited but presumably that's not their real purpose. Using *MicroDesign's* facilities you can add your own information to the maps to show, say, the distribution of MGM cinemas around the country (don't ask me why I decided to use MGM cinemas as an example) or draw on road routes.

It's a shame that specific sections of the maps (ie, ones you want to use as opposed to the sections they're already broken down into) can't be imported into *MicroDesign* for use on a DTPed page. And a few more detailed maps of major towns, cities and A roads would have been welcome. But as they stand they're still useful additions to your disc collection if you've got already

MicroDesign and you need some basic maps of the UK to adapt for your own uses. And if you're doing geography at school or college then the forthcoming world maps are going to be a major labour-saving way of sprucing up those dull essays.

Swansea - that's where you'll find Quantun now, by the way, just in case you were wondering.



Getting the full picture

Each of the maps comes in sections saved in different files. To get the full picture you need to load then print each file in turn.



Details

PRODUCT: Maps for *Micro Design*
PRICE: £12.99 (£11.99 on ROMDOS format)
Formats: 3-inch discs, 3.5-inch discs, ROM DOS discs.
AVAILABLE FROM: Campursoft, 10 McIntosh Court, Wellpark, Glasgow G31 2HW
☎ 041 554 4735.

The Examiner

And on the 32nd page the editor did say, "let there be a text adventure column." And Debby Howard did oblige with words of wit and wisdom... (who's writing this stuff?)

I see they've cut the budget on SeaQuest.



Sandy had a teddy bear that she adored. Unfortunately her parents decided to throw her teddy bear into the rubbish bin, for the dustbin men to take away, which they did the next day.

Toyhaven is where unwanted toys go when a child has outgrown them. But what happens if, like Jacob, the toy is loved so much? Santa is the only person who can make Jacob the teddy as good as new, then return him to Sandy. The question is – can you get Jacob to the North Pole?

This is a GACed adventure by John Reilly, and if you like pictures then you're in for a treat as every location is accompanied by a picture, with a compass showing the available exits. The graphics are pretty good but you tend to see the same ones over and over again. It has a nifty loading program which gives you the choice of either playing the game or checking out such things as game info, vocabulary, clues and an address from where to get help. You can even decide whether

Toyhaven

Price: £1 on disc (you need to send a 3-inch or 3.5-inch disc with your order).
Available from: John Reilly, 15 North Green, Forches Estate, Barnstable, Devon, EX32 8EA.
Crossed cheques or postal orders should be payable to: J. Reilly.

you want music while you play (although turning it off actually turns it on and vice versa). Er, and with that I've run out of good things to say about the game.

Although I could not find any programming errors, there seems to be quite a lot missing from this adventure, and it's a typical case of an adventure that is in desperate need of a playtest. There are only 27 locations in total, and you can only examine eight things – the ladder, star, hook, paper, angel, chest, noddie and the box. The text for locations is poor and not very descriptive; for example at the start nearly every location you come across has something like, "I'm at the edge of a cloud," and that's about it. No wonder it's only 37k.

Even when you come across a character, like the Action Man who's got quite a major role, you can't to examine them, talk to them or do anything much else to them. Okay, you can say "BANG" to the Action Man, but since there was no indication that you were supposed to do anything like that, how is the player to know?

Toyhaven is riddled with such puzzles, and definitely not for the beginners which it is supposed to have been written for. More experienced players will just find it too small and boring.

Where to go

If you're looking for new and re-released adventures, then drop these people a line (enclosing an SAE of course) for their latest stock lists.

- WoW Software, 78 Radipole Lane, Weymouth, Dorset. DT4 9RS.
- Adventure Workshop, 36 Grasemere Road, Royton, Oldham, Lancashire, OL2 6SR.
- Amstrad Adventure Solution Service, 10 Overton Road, Abbey Wood, London SE2 9SD.

Cluepot

Stephen Bosco, being the nice chap that he is, has sent me a guide to *Five On A Treasure Island* which hopefully will answer the loads of letters that I get every month from frustrated readers.

- 1 First of all, wait until the game says that, "You feel the train stop".
- 2 Leave the train.
- 3 Follow aunt Fanny to the shop.
- 4 Enter the shop by going west.
- 5 Buy some ginger beers and ices and then leave the shop.
- 6 Become George and go down to the shop.
- 7 Become Julian and give George the ices.
- 8 George is now your friend you can ask her about Jimmy, aunt Fanny, uncle Quentin, Joanne, the cook and Kirren Island.
- 9 Go to Kirren cottage.
- 10 Open the door and go to the sitting room.
- 11 Tell Dick to go north.
- 12 Turn on wireless and Joanne will enter.
- 13 Become Dick and go north and west.
- 14 Enter store cupboard.
- 15 Get the cake and the scones.
- 16 When you go out Joanne will be there. Repeat the process to get back in because you need the spade.

Lords & Ladies of Adventure



If you're stuck on one of the games listed below, the kind souls listed alongside are willing to help you out. Please remember to enclose an SAE with your enquiry and DON'T ask for a full solution, as you might be disappointed. If you want to become a Lord or Lady please write in to us here at The Examiner, Amstrad Action, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW with your full list.

• Virtually every Amstrad adventure ever – Joan Pancott ☎ (0305) 784155 between 1pm and 10pm.

• *Adult 2, Boredom, Can I Cheat Death?, Doomlords I-III, Dungeon, Firestone, Jason & The Argonauts, River, Spacy, Tizpan, Welladay* – Stuart Mainland, 2 Douglas Road, Coylton, Ayr, KA6 6JJ.

• *Five On A Treasure Island, Werewolf Simulator* – Samantha Blair, 21 Obelisk Rise, Kingsthorpe, Northampton, NN2 8QT.

REVIEW

READER ADVERTS

Bargains galore and much, much more in the CPC second-hand superstore. Or, in other words, here are the small ads...

FOR SALE

AA's, 40 with all tapes £50. ROMbox and MAXAM £25, AMX mouse and software £50, Multiface II £25, The Insider £5. Tel Darren on 0302 864730.

Games, about 80, all boxed and with instructions. All 80 just £25 plus P&P (all tapes). Phone Simon on 081 806 5723, after 5.30pm.

New 3" DOI disk drive, 64k memory expansion, stealth joystick. Also 464, record key is faulty, colour monitor, manual, various tapes. The lot £150.00. Tel 051 928 6740. Have bought 6128.

Multiface II £25. AMX mouse, art and Stop Press £50. 30 3" disks £30. Light Gun plus 10 games £25. Star LC24-10 printer @100. Tel Darren 0302 864730

Amstrad 464 plus, colour monitor, printer and 3.5 inch disk drive, joy pad, disks, tapes, manual and AA mags. Worth over £700, will sell for £500. Phone after 6pm 0246 239113.

6128 plus, colour monitor, two 3.5" drives, Multiface, Light Gun, Sony tape recorder, two joysticks, mouse, widget, MP3+ TV tuner, loads of games etc. Boxed, as new: £425. Tel 0257 268005.

Amstrad serial printer 8056. Package includes RS232 connector, printer leads, paper, instructions on tape. Complete package £40 + P&P. Phone 0642 585934 and ask for John.

AMX mouse and art package £15, MP2 colour TV modulator £20, Siren 800K formatting package for use with 3.5 inch drive £5. Will swap for Mega Drive games. Phone 0757 706881.

Amstrad CPC game tapes £2.50 each. HeroQuest for sale only £5. Send SAE for details to J Cunningham, tape, 33 Welland Crescent, Stockton on Tees, Cleveland.

Printer, Star LC24-10 £100. MAXAM + 4 socket ROM board £25. MAXAM plus ROMbox £25. RAMDOS £10. The Insider £5. Tel Darren on 0302 864730.

Amstrad CPC464, green screen monitor, modulator, 2 joysticks, 70 games, 4 AA cover tapes, teach yourself BASIC parts 1 and 2. £120 ono. Tel 0355 228851 (after 6 pm).

Bargain of the year. Amstrad CPC464 computer, colour monitor, full manual, joystick +50 games. Excellent condition. Plus 20 AA mags, £75 ono. Tel David on 0375 843096.

Over 300 games for sale. CPC464 tapes ranging from 50p to £22. Top quality. Phone 0375 843096 for complete list. **DKTronics 256k** memory expansion bank switch software for Amstrad CPC 6128, full instructions £55 includes P&P. Tel Alan Ricketts 0989 720479.

Game Over 2, Great Gaurians, Shark, Grand Prix and Exolon for sale. £3 each. Contact Ewan Riley, 67/1 Ferry Road, Leith, Edinburgh EH6 4AQ.

AA cover tapes nos 1-5, 12-18, 20-34 50p each. Also Gazza 2 original £5. Two GB games - World Cup and T2. £5 each. Also Liverpool video team of the decade £8. Send SAE to Alan Archer, 21 Vandyck Avenue, Keynsham, Bristol BS18 1LE.

CPC464, disk drive, 464 upgrade, Multiface II, joystick, dustcover, over 1000 games on disk and tape, 100 Amstrad Actions, 55 CWTAs, other books all cover tapes, £175 ono. Call Cardiff 0222 575530, ask for John.

Amstrad Action issues 92-100 with all cover tapes, all in very good condition, £26 worth of mags will sell for £10 to £15. Phone Daniel on 0757 706881

Amstrad CPC464, 128k memory, green screen monitor, joystick, many AA's, over 300 pounds worth of software, guaranteed until Nov 94 (renewable). £150 ono. Phone Mike on 0562 885383 (West Midlands).

6128 colour, datacorder, joystick, manual, cover tapes "classic collection" disks, Kick Off 2, Leaderboard, Chess, Snooker, Infiltrator, Ace of Aces, Six Blanks. All VGC, unwanted project finished. £150 plus postage. Tel 081 518 3335.

464 keyboard £15, manual £5, GT65 green screen £25, classic collection cover tapes £5. Books: Amstrad Computing £3, Practical Programs for the 464 £3. CP/M+ disks and manual £15. 081 518 3335.

CPC6128, colour monitor, tape deck with leads, magazines, Games on disk and tape, manual, utilities disks, instructions for extras on disk. £300 ono. Phone Eric in Warrington after 5pm (0925)791557.

Printer - Amstrad DMP3000, plus manual ect. ROMBO ROMbox, ProteX on ROM - sensible offers to Dougal Campbell on 0389 79894 - nr Glasgow.

Amstrad CPC6128 with 3.5 inch disk drive, printer, loads of mags, AMX mouse and art package, Mini Office 2 and TV modulator. Offers on 0757 706881, from 4 o'clock to 10 o'clock.

Amstrad CPC6128, Multiface 2, Stop Press and Advance Art Studio, many games, printer, lead, tape deck and joystick, plus table. Excellent condition £299 ono. Phone 0234 870571, will split.

Lots of CPC software including Bards Tale, Hudson Hawk, Smash TV and the insider. For list send SAE to Daniel Beeston, 4 Pentre Close, Ashton, Chester CH3 8BR.

Amstrad 464, colour monitor, 20+ games, Amstrad Action magazines 88-100 with cover tapes and joystick. £125 ono, call Edward on 0244 4570435.

Amstrad CPC464 with colour monitor, £110. Also Amstrad Action from issue one to 100 complete with every cover tape £100. Tel Frank on 071 639 9319.

Amstrad CPC464 with green monitor, over 150 games, 30 AA magazines, joystick, manual, good working order - @200 ono. Tel 0455 274276.

Multiface II and insider for 6128+, £35. West Bromwich 021 588 2537, as new.

ACU magazines (July 1991 - May 1992), CPC Attack magazines (June 1992 - November 1992). £1 each including P&P. Also French Test (disk) by GMF Programs - ideal for GCSE French revision, £8 inc. P&P. Contact M. Rugg, 8 The Horse Park, Carrickfergus, Co Antrim BT38 7ED.

Amstrad 464 with green monitor and manual, 2 joysticks approx 75 games plus computer desk. £150 ono. Contact Ian on 0738 52859.

Several Amstrad CPC 464 keyboards. All VGC, full working order. To clear £26 each, inc P&P. Write to D Barrett, 3 Russet Close, Swanmore, Southampton, Hampshire SO3 2RU.

Amstrad CPC6128 green screen, lots of serious and games software including MiniOffice 2, ProteX, Elite, Bobsleigh, etc. Tape games and tape recorder, magazines. £120 tel 0252 330558.

Tape games for sale, loads and loads - 50p to £5. All original and boxed. Send SAE to Darren Littlewood, Van Mildert College, South Road, Durham DH1 3LH.
Firmware specification manuals for cpc 464, (Soft 158) operating system, (Soft 158A) DOSROM. £15 the pair, plus postage or collect. K Wright, 107 Oxford Road, Wokingham, Berks RG11 2YL.

WANTED

Pan pal, male or female, 20-23, to talk about computers and games and talk in general. Write to mark Lambert, 16 Rothersey Place, Kilmarnock KA3 1SZ.

Amstrad 6128 manual urgent needed. Starting from scratch. John, Herts. 0707 375636.

Adventure games wanted for Amstrad 6128, preferably on disk. Also require any adventures written using PAW or GAC. Telephone Bill on 0707 262914 before 3pm or after midnight.

Multiface 2 with manual, also games on disk or tape. Send lists to Mr Hirst, 29 Oak Lodge Road, Sheffield S30 4QA. Ring 0742 847184.

TV Tuner for use with CTM644 monitor. Telephone Dave 0928 560918.

Required: CPC464 cassettes, especially Soccer cassettes and game cassettes such as Yahtzee, Patience and other card games. Send list and prices to G Ford, 20 Carlton Road, Romford, Essex RM2 5AA.

Free PD and listings. Tape or disk. If you want tape/disk back send SAE. Please send to J's PD, 33 Welland Crescent, Stockton on Tees, Cleveland TS19 0UT.

Wanted! ProteX or any other word processor for the CPC464 with instruction manual if possible. Contact Peter Gomori on 0223 312450 or write to 46 Grantchester Road, Cambridge CB3 9ED.

Nirvana disk copy utility. For 6128 Plus. Also tape-to-disk copy program for 6128 Plus.

Wanted! PD for new library. Tape or disk. Anything considered. All disks returned. Contact Chris on 0254 67755 or write to C Arrowsmith Flat 1, Mowbray Avenue, Blackburn BB2 3EU.

Penpal wanted. Any age between 9 and 13 wanted to swap games, pokes and other things. Write to 46 Grantchester Road, Cambridge CB3 9ED.

Desperately needed - the Firmware Guide by Bob Taylor and Thomas Defoe. Will swap Switchblade (tape, boxed with instructions) or will negotiate. Fraser Clark, 2 Geck Street, Allora, 4362 Queensland, Australia.

Wanted. AMX Pagemaker or any program for printing flowing text or old English. Phone Eric on 0904 623554. York. Write 7 Scafell, Close Rawcliffe, Nr York YO3 6JT.

OTHER

Bumper pack with cheats, tips, reviews and a freebie. For readers in ROI send £1 to Liam Killyackey, Rathbeg, Dublin Road, Roscrea, Co Tipperary, Ireland. For Amstrad Formats.

Swap - I'll give four games for any of these: Dizzy Down The Rapids, Bubble Dizzy, Spellbound Dizzy or Tetris for the CPC464. Cassette. Tel Alasdair 0828 4483 after 4.30pm.

Interested in swapping several CPC6128 games for one average Mega Drive game? CPC games include Badlands, Operation Wolf, Super Off-Road and others. For more information tel 0757 706881.

Do you have CPM+ on ROM? Have you moved and would you like to change your address on the ROM? I may be able to help. Call Ronald on 0783 29536.

ORDER FORM SEND TO: SMALL ADS, AMSTRAD ACTION, 30 MONMOUTH STREET, BATH, AVON BA1 2BW

Please place the following advertisement in the next available issue of Amstrad Action

Name _____

Address _____

FREE READER ADS!

It's true - you can advertise in Amstrad Action for NOTHING! It's all part of our continuing efforts to provide you with the best value magazine possible.

Classification. Tick box:

☐ For Sale

☐ Wanted

☐ Services

☐ User Groups

☐ Other

Write your advertisement here, one word per box. Include your name and phone number if you want them printed.

Fluff: work in progress



"Work in progress?" I bet you're thinking. "What do they mean, 'work in progress'?" They said they were going to review the thing." Well, we are, sort of, but we can only review what we've seen so far. We'll let Clur explain. It's like this y'see...

Deadlines. Don't you just hate them? If you didn't before, you will after this tale. Because you were expecting a review of Fluff and, indeed, we were expecting to bring you a review of Fluff, but to be honest we couldn't. We were promised a reviewable version of the game in time for this issue of AA, but Rob Buckley, the programmer, turned up one day before our deadline for the issue (this stuff is about as up-to-the-minute news as you'll ever get in Amstrad Action), with a version of the game that had only a

few levels of the 12 levels it's ultimately going to have in an anywhere near completed state.

We could have mocked up a review based on what we'd seen – you wouldn't have known that we hadn't seen the whole game. But that's not the way we do things around here – our only purpose in life is to bring you the facts.

But, we thought, we can't give the game all this build up (ie, sticking it on the cover) without giving you something in return, can we? So here it is, the full and up-to-the-minute update on the development of what could be the biggest thing to hit the CPC scene in a long while. And of course, if you can't be bothered wait for the next issue of AA to read our definitive view then you can draw your own conclusions from what you see here.

Radical stuff

You might recognise the name Rob Buckley; he's been dealing in the Amstrad market for quite a while now with programs like



Ball Bearing and utilities like Smart Plus. Late last year he rang us up with a game he had in development that would stretch the CPC Plus to its limits with a platformer like no-one had ever seen before on an Amstrad (and it's obviously taking a bit longer to realise his ambition than he thought); but looking at what we've seen so far of the game, anyone who's ever played a console platformer will find it very familiar stuff.

The eponymous character is a ball of rather feminine pink fluffy stuff with a beak who has to work her way through a number of colourful and very different levels – for example, there are forests, building sites and an underground tunnel level to cope with.

But getting to the end of each level isn't just what the game's all about. You have to find a few items in order for the warp to the next level to appear. And these aren't the common or garden coins or stars



that you normally have to collect in this sort of game – Fluff's searching for her kids.

Fluff is a bit of a bimbo – she's ever so cute but she is seriously lacking in the brain department. If she was human she'd probably be called Sharon and have a boyfriend named Kevin who drives an old yellow Chevette – you know the type. But I digress, the point I want to make is that she's thick and that's all you need to

know. She's so dim-witted, in fact, that she's gone and lost all her children. You know how it is, one moment they're pulling on your apron strings, next moment they're on the back of a lorry heading for the municipal refuse site.

If the plot seems a bit skimpy that's because we just made the last paragraph up; Rob hasn't thought up a plot yet – but then nobody's ever played Sonic The Hedgehog for its literary aspirations. The sprogs haven't got names yet, either, because Rob just refers to them by their colours (we could have one of those Blue Peter-type 'name the puppies competitions', but we won't – Dave).

To reach all her kids she's going to have to do a lot of walking, jumping, running and, believe it or not, spinning. For some obscure reason lots of

programmers seem to have got it into their heads that doing really speedy pirouettes should protect you from baddies (take a look at Zool on the Amiga or Aero The Acrobat on the SNES). It's a totally unnatural thing to do, even for an alien, but in the context of this game the idea seems to

work really well – the graphics look like a glitch at first, but once you get used to it, the effect is pretty nifty. The difference between Fluff's spinning action and others I've seen, is that it drains her energy (but not as much as getting hit by a baddie). An energy bar is displayed in the top left-hand corner of the

screen; when you run out of energy you lose one of your three lives, it's as simple as that. Run out of lives and you get thrown back to level one.

Working your way around the levels isn't as easy as it first looks. Fluff's movement is based



First opinion

Okay, so here we are with less than half a game to look at and I'm supposed to give some sort of comment on it? I would normally reserve judgement until I've seen a finished version, but seeing as Dave begged me...

The first level, the only one that's almost completely finished, plays well – apart from a few minor bugs which I'm sure Rob will iron out (there seems to be a wayward attitude towards what's solid and what's not at the moment). I love

the spin, that really works, especially as you can do it in mid-air too. Dodgy collision detection, though; at times it does seem to be quite a way off – if that isn't tidied up then that's a good ten per cent off the final mark.

Fluff definitely has potential. It's got colourful backgrounds and cute characters (check out the blinking eyes on the main sprite), but it needs a lot of work still. If Rob Buckley puts in enough effort he could be in with a winner, Fluff won't change the CPC as we know it but it might well cheer up many a Plus owner. **Clur**

on an inertia system (it takes you a while to build up to full speed from a dead stop); she even jumps further the faster she's moving at the point of take-off. Some of the jumps need to have Fluff running before she jumps if she's going to make it over the gap, which makes for a fast-moving game. Speed is of the essence in any decent platformer and Fluff can certainly shift.

I can't make any promises but we should be able to review the finished game next month (that's if our very own Richard Fairhurst has finished the soundtrack). But, for now, take a look at what we all think of what we've seen so far of Fluff.



Second opinion

It's hard to know what to say at this stage – Fluff is obviously well thought out, with careful attention to detail, gameplay and all the other bits and pieces that could turn a reasonable platformer into the best CPC game ever, but there are still quite a few things that could do with more work than I think they'll receive:

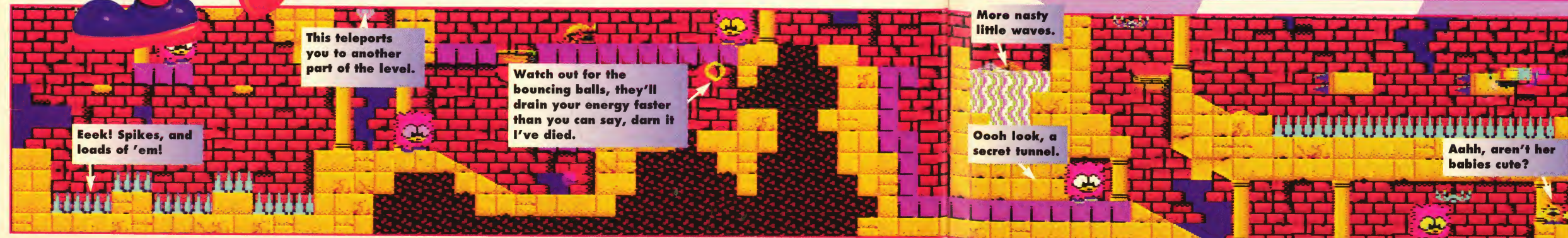
- The animation on some objects is too fast and way too jerky, such as the waves on the first level, which don't exactly strike you as having any amount of time spent on them.
- The inertia system is lovely n'everything, but Fluff does seem a little heavy, and it does take quite a while to get up to a reasonable speed.
- The gravity seems a little relaxed – whereas Fluff is heavy enough to take a while speeding up, when she jumps up, she drifts slowly downwards.

This could be a game that could easily score around 80 per cent, but for 90 per cent it needs quite a lot of tidying up. **Simon**

Third opinion

Look, I'm having severe problems taking Fluff seriously. Sure it's fast. Sure there's lots going on. Sure the graphics are first rate. But it stars a blob of candyfloss with purple Doc Martens. I'm not being facetious here – I really find the character a turn-off. Why does the CPC need another cutesy platformer – Bubble Bobble and Rainbow Islands sewed up that market years ago as far as I'm concerned. I wish that Rob's programming effort had gone into something with a bit of a harder edge – maybe if he'd been inspired by Flashback instead of Sonic.

But yes, I'm being churlish, I suppose. With a bit tidying up and some sensible development in the levels to maintain variety and keep the game constantly challenging, it could turn out to be a truly great game, though probably not the best ever. I think maybe it tries a bit too hard and the gameplay gets bogged down by the snazzy techniques, but then, we did say that it was bringing console action to the CPC. **Dave**



ARCADE
CONVERSION

In the beginning God said, "Let there be arcades and let there be huge video games machines that will swallow up copious amounts of teenagers' money". But then he noticed that the home computer user was lonely and decreed that the very same games that were in the arcade should be bought into the home on the personal computer. And it came to pass that there were arcade conversions for the CPC - some of them were very good, some of them were bad, but most of them were nothing like the arcade versions at all. This wasn't necessarily a bad thing - *R-Type* barely resembled its arcade ancestor but was still a good game, and there were some games that were almost perfect conversions but were still, hopeless because the original game was so bad.

Good: Smash TV (Ocean)

Even taking into account inflation, I reckon that *Smash TV* got even more money out of

me in the arcades than *Virtua Racing* has yet (and that's saying something - Ed). It's based on the same sort of idea as the book *The*

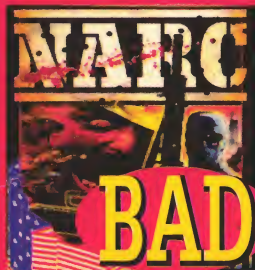
GOOD

Running Man by Richard Bachman - an

ultra violent, futuristic gameshow that wouldn't look out of place in a *Mad Max* film. All you have to do is run around, killing everything and picking up the prizes. The CPC version doesn't diverge much from the arcade original, apart from the fact that the sprites are a little smaller. It's just as quick, just as noisy and just as much fun.

Bad: NARC (Ocean)

The problem with *NARC* is that the arcade original relied on the kind of features which you could not hope to convert effectively to the CPC - sampled sound, stunning graphics and amazing speed. Once it had been stripped of these gimmicks what we were left with was a rather limp and confused blaster that moved at a snail's pace. Which just goes to prove that old adage: "Gameplay before graphics".



As Howard Jones once mused: don't be fooled by what you see...

April 1994

Shoot 'em - ups

Since the dawn of time, or at least the CPC, shoot-'em-ups have been thrilling gamers. Clur discovers which blasters are more and which ones are less than the sum of their parts.

We get loads of letters from our readers telling us that we said a game was rubbish, but they bought it anyway and thought it was the best thing since sliced bread. Everyone judges the quality of a game by different criteria, here in the office we all like different things about different games. Dave likes *Rick Dangerous 2* because of all the puzzles, Simon likes *Elite* because there are no rules to the play as such, Lisa likes *Prehistoric 2* 'cause it's pretty and I love *Pang* for its simplicity.

You see the problem is that you might have different ideas completely about what makes a good game from us. So each month we take a game genre and split the games up into various elements of the gameplay and tell you what games are really good or bad at doing those particular things. Here in the third of our series we take a look at the good, bad and gawd damn ugly of shoot-'em-ups.

ACADEMY



GOOD

which you're piloting a spaceship from the cockpit, rather than watching the action from a nearby solar system.

Good: Academy (CRL)

The sequel to *Tau Ceti* was light years ahead of its predecessor. *Academy* takes you on 20 missions, on a multitude of planets. Even though your view is restricted by the limitations of the edge of the ship's windscreen, there's a scanner you can call

POINTS OF VIEW

If what you're after is a bit of realism in your shoot-'em-ups then the best sort to go for are games in which your point of view is that of the protagonist's; for example, games in

which you're piloting a spaceship from the cockpit, rather than watching the action from a nearby solar system.

Bad: Galaxy Force (Activision)

Okay, you're not actually looking through the windscreen in this one, but you're stuck so far up the ship's rear engines it's a near to getting the pilot's point of view as damn it is to swearing. And it's worth mentioning just to warn you away from it - with directional guiding arrows that don't work and sloppy graphics, the restricted view is hopeless.

BAD

Once upon a time in a galaxy far, far away some nonsense or other was going on.

THE COMPLETE PICTURE

Right since the dawn of shoot-'em-ups with *Space Invaders* and *Defender*, watching the action from an independent viewpoint has served its purpose just fine,

thank you very much. All this point-of-view nonsense, is frankly, a gimmick when it all boils down, and while, when it's done well it can be very effective, it undeniably limits the gameplay. From a distance things can look very different; for starters you get to see what you're shooting at clearly, rather than just getting a glimpse of its tail before it blasts you with its rear rockets.

Basically, there's much more scope for spectacular graphics and more complex gameplay when you get the overall picture; think about trying to get all the elements of *Thrust* into a game that's viewed through the cockpit - it could probably be done, but it'd be pretty dull having to keep your eyes on dials telling you your altitude. And there's a more practical reason for watching the action from a distance; it allows for an element of strategy and puzzling

Check out last month's cover tape if you don't believe what we're saying.

GOOD



BODY COUNT

There's no point in pussy-footing around - shoot-'em-ups are about killing. Mary Whitehouse might not like it, and the 'video game as a necessary cathartic experience for our modern repressed society' might hold about as much water as a tea strainer, but it's the carnage that draws people in for whatever reason. And there's a whole shoot-'em-up sub genre in which the whole point is to kill as many of the enemy as possible. Personally I don't get much satisfaction

GOOD



from close combat games whether I'm shooting at my enemy or beating them up, but I know someone who does so I asked Simon for his opinion on this particular type of shoot-'em-up.

Good: Ikari Warriors (Elite)

The little guys that you have to kill in *Ikari Warriors* are so cute that it breaks your heart to blast 'em, but that's your job. They're little blue Ninjas, with tanks and the great thing is that you can steel their tanks and squash 'em with their own armoury. You won't be able to find IW in the shops, but do make an effort to track it down somehow, you won't regret it.

Bad: Operation Thunderbolt (Ocean)

The only nice thing that you can say about *Operation Thunderbolt* is that you can load it darned quickly because it's on cart. Everything else about the game is total and utter pap. The graphics are sad, the sound is buzzy and the gameplay is virtually non-existent. The chaps

GRAPHICS

Starstrike 2 is like *Elite* with a lot more shooting.



GOOD

Whatever a game is about, whatever it's trying to achieve, it needs to look good. But we're not just talking flashy graphics here; most importantly the visuals need to serve the gameplay. Even serious, functional programs like spreadsheets and word processors have to be designed so that you can tell what's going on and games are no different. A shoot-'em-up could have the best feel, the toughest enemies and the fabbest weapons, but if you can't tell if you're shooting at a baddie or a bit of the background then you're really stuck. Alternatively, you can't but help feel cheated by games like *Blasteroids* which play well but look drab.

to be introduced into the gameplay, which handily leads us on to *Cybernoid*...

Good: Cybernoid 2 (21st Century)

Imagine, if you will, *Cybernoid 1* or *2* viewed from the cockpit of the ship; not only would it be impossible to play because you wouldn't be able to work out the puzzley elements of the games (which are what give them a lot of their character), but all those gorgeous graphics would be straight out the window (or should that be through the cockpit window?). *Cybernoid 2* is undoubtedly one of the genre's finest moments.

Dragon Spirit (Hit Squad)

If you're going to look at a game from a distance then for heavens

sake at least make the viewpoint realistic. In what situation, I ask you, would you ever be placed way above the flying object that you're controlling? Never, that's when. And guess where the viewpoint is in *Dragon Spirit*? Apart from that, it's a completely hopeless game in general.

Let's face facts - this dragon's got about as much spirit as an empty bottle of Jack Daniels.



BAD

BAD



Op Thunderbolt is a sequel that's even worse than the original (don't believe the 85 per cent mark it got originally).

that you're blasting are right up at the front of the screen - you can see the whites of their eyes. But there are so many of the little beggars and they're all look the blimmin' same.

Good: Starstrike 2 (Realtime Software)

A brilliant example of the use of 3D vector graphics in the world of CPC gaming, *Starstrike 2* plays very much like *Elite* except that the emphasis is on the shooting rather than the exploring. It's also a great example of what a sequel should be - a successful game improved on and expanded.

Bad: R-Type (Electric Dreams)

R-Type's dire graphics on the Amstrad stem from the fact that the game was a Speccy port, rather than coded originally of the CPC. The results are lacking in colour and detail. It plays okay, but if you want to impress your mates with the stunning graphic capabilities of your CPC then don't show them this one.



BAD

Anyone know what the R stood for in *R-Type*? Nope, nor do we.

MUSIC

Okay, so a great game won't be harmed that much by inappropriate or downright dire music, but a mediocre game can be helped along in the score stakes by a stonking tune. A theme tune needs to enhance the atmosphere of the game; catchy ditties alone are more likely to make you turn the sound down after a few plays.

Good: Zynaps (Hewson)

Surely one of the very few games worth buying just to listen to the theme music. Gameplay wise it's not so hot – the collision detection's appalling, but the tune's lovely. A sort of hippy laid-back space flight melody, fab.

Bad: Dragon Spirit (Hit Squad)

This has got to be the silliest match between game and music that I've ever heard. Twee tunes do not go with nasty, flying, fire-breathing dragons. Not that the music's bad, 'cause it isn't, it's just that it's... how can I put this...? inappropriate. It's a bit like having the Mickey Mouse Club theme tune accompanying the Charge of the Light Brigade.

GOOD

The oldies are almost always the goodies and Zynaps is no exception.

Yeuch, it's *Dragon Spirit* – someone get me the ear-plugs quick!

BAD



noticed that there had been another game of the same name and a similar style way back in the good old days. So promptly they changed the name of the game to *Starfox*, the name by which we all know and love it today. The point of this whole thing was to tell you that the *Starfox*'s sound effects are not worth talking about so I won't.



BAD

Smash TV (Hit Squad)

Everything you kill or pick up seems to have its own particular sound. Darned useful because the game is so fast moving that you need good sound effects to keep you up to date with what's going on around you.

Starfox (Ariolasoft)

Remember the hoo-ha when Nintendo released *Star Wing*? Well, this game is what the hoo-ha was about. Originally they were going to call the Nintendo game *Starfox* ('cause it was about a fox in the stars, see?), but just before its release, after all the ads and the previews in the various computer mags had appeared, someone

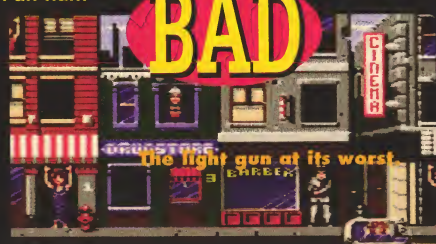
LIGHT GUN GAMES

The light gun has got to be one of the most under-utilised accessories for the CPC ever. And why?

Bad: The Enforcer (Trojan)

Don't, whatever you do, waste your money on this atrocious excuse for a game. You face a short row of buildings. People poke their heads out of the windows and doors and you have to shoot the baddies before they shoot you, while taking care that you don't hit the non-baddies or the police. Fun huh?

BAD



PICK-UPS

A shoot-'em-up, like life, is all about getting hold of all you can before you die. In life it can be money, love, a career or anything that you want dearly. But



GOOD

Lovely jubbly *Nemesis*, what could be more relaxing?



Kill everything in *Fire And Forget* and forget all your troubles (urgh - Dave).

GOOD

EVERYTHING MUST GO

If you've had a hard day at work, there's nothing like coming home, slipping into something more comfortable, running a relaxing Radox bath and indiscriminately destroying loads and loads of alien spacecraft, buildings, ships, helicopters, anything, in fact, stupid enough to get in the way of your guns (but not while you're in the bath, I hope – safety consciousness editor). These blast-anything-and-everything games don't tax your mind, don't educate you in any way, (though they may arguably help you with your hand/eye coordination if you really need an excuse) but they definitely are great fun.

KNOW YOUR ENEMY

Without baddies to shoot at, shoot-'em-ups would be pretty darned useless, wouldn't they? Enemies can come in all shapes and sizes, from thick soldiers who seem to throw themselves into your fire to mammoth to spaceships that won't stop attacking until you blast them into space dust. But the important thing in any particular game is variety. Whether you're piloting a spaceship of yomping through the jungle, a game will only keep your interest if the foes you face don't all attack in the same predictable way.

GOOD



BAD

Good: Fire And Forget (Titus)

I know I mentioned *Fire And Forget* last month in the Good, Bad and Ugly of Driving Games

feature, but I did say there that it was more of a shoot-'em-up with driving bits than a driving game with shooting bits. As a shoot-'em-up it fares well in the good and bad stakes, 'cause the further

Copter 271 - basically, it's rubbish.



BAD

you go, the more there is to shoot and the tougher getting any further down the road gets.

Bad: Copter 271 (Trojan)

Copter 271 must of seemed like a good idea at first, to have a vertically scrolling playing that's actually wide than the screen on your monitor. But in reality it just doesn't work. The main problem is that baddies can sneak up on you from the side without you having an inkling that they were there just off screen but on the playing board if you know what I mean. You can't go backwards so if something appears to the side of you there's absolutely no way on earth of killing the darn thing.

Commando (Elite)

Baddies are like number 23 buses, you don't see one for ages and then

ten come at once, and all from the same direction. Thank goodness for *Commando*, one of the great exceptions to the rule. They keep on comin' at ya from all directions and with loads of different weapons. You'll be attacked with bullets, grenades, tanks as well as a bit of hand to hand combat. You don't get much of a chance to sit back and catch a breather, but you'll be enjoying so much that you won't want to.

Bad: Mercs (Kixx)

Okay, not all of the baddies in *Mercs* are the exactly the same – the occasional jeep or tank livens things up for a few nanoseconds. But for the vast majority of the game you keep coming up against the same old terminally dim soldiers who aren't particularly difficult or interesting to kill. There's more variety on Sunday afternoon television (sport on all sides).

Copter 217 hits the headlines yet again.

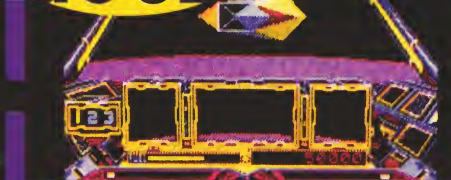


Bad: Copter 271 (Trojan)

Yawn! This cart game has to be one of the most boring slices of software on earth, with pick-ups to match. Okay, so they give you extra weapons, but the weapons you get don't seem to enhance your fire power that much. Oh yeah, it shows up on screen alright, as two streams of bullets, but the baddies seem to take exactly the same amount of time to kill as when you haven't got the pick-up. Hopeless.

BAD

GOOD



Nintendo weren't going to get their sticky mitts on our *Starfox*.

MISSIONS

Sometimes you might have the urge to stretch your mind a little, but still release the tensions of the day in a good old, no nonsense blast-'em-up. That's when you need a game with a purpose, a game with a mission (eight missions seems to be the norm). The best missions are those in which you aren't automatically lead to the objective (like you are in *Navy SEALs*), but you have to search around a bit.

Good: Starfox (Ariolasoft)

The famous *Starfox* rears its beautiful head in this feature once again. Each level, as well as asking you to survive various onslaughts from enemy fighters, sets you a task, for example finding an electron storm and reporting its location. The best thing is that the difficulty level of the missions increases at a sensible rate, unlike a lot of games where the first level is really tough and the rest don't offer any additional challenges (did somebody mention *Saint Dragon*?).

Bad: Operation Thunderbolt (Hit Squad)

Far be it from me to contradict previous AA crews but I reckon they must have been mad giving this trash 89 per cent (I agree – Simon) (me too – Dave). It's dire, and the missions, some dull, clichéd nonsense about 'liberating' various enemy-held areas, add about as much to the gameplay as the pixel-sized gun sights and naff sound fx.

BAD



Operation Thunderbolt – not very good, really.

Is it or isn't it?

The main argument that erupted over this feature was whether *Pang*, and consequently *Zap'T' Balls*, are shoot-'em-ups. I reckon they are, the rest of the crew reckon they aren't. The one thing we did agree on was that they're both darned fine games, they both wouldn't fit into any other category and so we might as well mention them here. I mean, just because your gun shoots cork-screws instead of bullets most of the time doesn't mean they aren't essentially shoot-'em-ups, does it? And... (let's not start all that again – Dave).

Back issues

Don't miss out on this amazing cost-cutting special offer!!! The more you buy the more you save!!!

4 ISSUES
FOR THE
PRICE OF 3

Check out these crazy prices

1 back issue.....£2.50
2 back issues.....£4.50
3 back issues.....£6.50
4 back issues.....£7.50
All extra issues.....add £1.50 for each

* These prices apply to the UK only, see below for overseas prices.

AA66: Features: Complete guide to games-playing, simulators. Reviews: Supercars, Robocop 2, North and South, Strider 2, Mystical Golden Age, Narco Police.
AA75: Cisco Heat (demo), Impossaball, Tir Na Nog. Inside: Buyers' guide to peripherals, Smash TV, Turtles Coin-Op.
AA76: Coverpage: Graphic Adventure Creator, PageMaker Plus, Southern Belle, Extended BASIC for 464 owners. Inside: Peripherals part 2, Dizzy's Excellent Adventures, The Simpsons, Super Space Invaders, OutRun Europa, Cisco Heat, Pitfighter.
AA77: Coverpage: Seymour Take One (mini game), Fretford, Football Forecaster, Fonts. Inside: The French Connection, GAC tutorial. Reviews: You're Learning (educational pack), Paperboy 2.
AA78: Coverpage: Space Crusade (demo), The Sphinx Jinx, Shockway Rider. Inside: Guide to PD. Reviews: Space Crusade, Double Dragon 3.
AA79: Coverpage: Ranarama, Maze Mania, Meaning Business (suite of business utilities). Inside: Behind the scenes at AA. Reviews: Blues Brothers, Rodland, Prehistorik.
AA80: Coverpage: Stryker and the Crypts of Trogan (demo), Anarchy, Croco Magneto, GPaint. Inside: How a game is made (Seymour), buyers' guide to word processors. Reviews: Tius The Fox, Stryker.
AA81: Coverpage: Forbidden Planet, The Addams Family (demo), Sprite Designer. Inside: Fanzines, buyers' guide to DTP.
AA82: Coverpage: Lemmings (demo), Dragonator, PowerPage. Inside: Making dosh from programming, guide to art packages. Reviews: Lemmings, Addams Family.
AA83: Coverpage: Defenders of the Earth (demo), Drehdris, Supersonic (music). Inside: The French CPC scene, buyers' guide to educational software. Reviews: Turbo the Tortoise, Grell and Fella.
AA84: Famous Five on a Treasure Island, Notepad, LifeProg. Inside: 3D games. Reviews: Hideos, Brunword ROM.
AA85: Coverpage: On The Run, Link, Worktop, Disk Organizer. Inside: Making music. Reviews: American Tag Team Wrestling, Soccer Pinball.
AA86: Coverpage: Glider Rider, animation utilities. Inside: MIDI music. Reviews: Wild West Seymour, Reckless Rufus.
AA87: Coverpage: Nexor, Pakman, MPack, Pilot (very simple programming language). Inside: Dizzy, This is your life. Reviews: Football Manager 3, Super Seymour.
AA88: Coverpage: Tankbusters, Penguins, JL-Copy (tape to disk utility). Inside: Videomaster, top CPC add-ons. Reviews: The Shoe People, Crystal Kingdom Dizzy, Robin Hood.
AA89: Coverpage: Wriggler, MagicDOS, Supercars. Inside: The European demo scene. Reviews: ZapYBalls, Crazy Cars 3.

AA90: Coverpage: Steve Davis Snooker, LARA (Machine Code Utility). Inside: 100s of Multiface POKEs. Reviews: Nigel Mansell's World Championship, Popeye Collection.
AA91: Coverpage: Tasword, Colossus Chess. Inside: The future of the CPC, WP tips.
AA92: Coverpage: BooTracker (music program), Syntax, Balloon Buster. Inside: Complete guide to data storage. Reviews: Soundtraker, The Simpsons.
AA93: Coverpage: Racing Boxform, Mystical, Who's Afraid Of The Balrog? Inside: Spreadsheets and databases, UAUG interview, setting up a PD library. Review: Super Cauldron.
AA94: Coverpage: Instant Recall (database), Contraption. Inside: The best of everything - the AA awards ceremony. Reviews: MicroDesign 2, Disc Archiver, Prehistorik 2.
AA95: Coverpage: MasterCalc (spreadsheet), Biff. Inside: Street Fighter 2 - the myth starts here. Reviews: Pro-Ext, Smart Plus, Trakers.
AA96: Coverpage: Screen Designer, Neil Android. Inside: ROM round-up, Campursoft interview. Reviews: ZXN, Xerox, Cart round-up.
AA97: Coverpage: Zzap Assembler, Rik The Roadie. Inside: The best software you can get for under a fiver, a guide to debugging. Reviews: Ultimate Sprite Searcher, Forti, Galactic Warfare, Ball Bearing.
AA98: Coverpage: The Blues Brothers - complete five-level game. Inside: 50 tips to make your computing life easier, Sentinel interview, Encyclopaedia Part 1. Reviews: Disc Imager, Zack Game Creator.
AA99: Coverpage: Stormlord, Font Editor, Grab Converter. Inside: DTP round-up. Reviews: Homebrew software, ProPrint ROM, Stellar Outpost, fanzines.
AA100: Coverpage: Elite. Inside: The Top 100 CPC products ever, a look back at 100 issues of AA. Reviews: Touchdown, Page Publisher.
AA101: Coverpage: Exolon, Home Accounts. Inside: How to get things moving on your CPC - the complete guide to animation on the CPC, interview with Radical Software, Elite Masterclass.
AA102: Coverpage: Cybernoid 2, Graph Master, D+Y+X. Inside: make some noise - your CPC's sonic capabilities, the CPC world. Reviewed: DES - Desktop Environment System.

Amstrad Action Back Issues

Name _____
Address _____
Post code _____ Phone No _____
Method of payment (please tick)
Access ☐ Visa ☐ Cheque ☐ PO ☐
Credit Card No _____ Expiry date _____

New lower overseas rates:

● Europe £4 ● Rest of the world £6

I would like the following back issues...

Cost of back issues £

Please add £1 for postage and packaging £

Total cost £

Please make all cheques payable in pounds sterling to
Future Publishing Limited, and send the whole lot off
to AA Subscriptions, Future Publishing, FREEPOST,
Somerton, Somerset TA11 7BR.

Through the clean icy breeze of the Matlock mountains, an exasperated, muffled voice asks, "can someone get this damn sack off me?"

Yep, the Matlock postal system (ie, the postman) has once again collapsed under the weight of your letters to the Cheatmaster supreme, Lee Rouane.

Zub

Kicking off this month's plethora of particularly pertaining cheats is our poke-penner from Perth in Scotland, Neil Henderson. Neil breathes life into that golden oldie Zub by suggesting that you press the CONTROL key during play for a map indicating the three teleports at the top and also a box showing the current area of play should appear in the top right-hand corner where the picture of Zub should be.

This cheat can be easily reversed by pressing the CONTROL key again to get things back to normal. Nice one Neil, keep 'em coming mate.

Elite

Bouncing back into the fray of cheating comes that veteran meddler and hacker, Alex Cochrane from Lanarkshire way up in the highlands. This time Alex provides you lucky people with the ultimate cheat for AA's covertape blockbuster, Elite.

You can delete the cheats that you don't want from the listing, but obey the instructions contained in the programme. Cheers Alex, we all love yer loads.

Exolon

Keeping up their bombardment of the Cheat Mode offices, Tony and Donna Parker from Lowdges

provide us with yet another excellent covertape poke. Exolon is the victim this time with infinite lives, grenades and ammo provided to turn you into a super shooter.

IANK 100 'Exolon Covertape Hack
IAJD 110 'By Tony & Donna Parker
GANE 120 'For AA Cheat Mode
IAIJ 130 '464 Users Remove Line 520
IAMI 140 '
IAKJ 150 DATA 3E,01,CD,0E,BC,01,00,00,CD,38,BC
IANE 160 DATA 3E,00,01,00,00,CD,32,BC,3E,01,01
IAPG 170 DATA 06,06,CD,32,BC,3E,02,01,12,12,CD
IAJI 180 DATA 32,BC,3E,03,01,1A,1A,CD,32,BC,21
IAPF 190 DATA 08,BF,CD,F8,BE,CD,18,BB,3E,C9,32
IAMD 200 DATA F4,BD,21,02,BF,11,00,40,01,00,04
IAGX 210 DATA CD,E5,BE,21,CE,BE,22,53,41,C3,00

IAWF 220 DATA 40,3E,3D,32,59,11,3E,3D,32,25,2A
IAIJ 230 DATA 3E,3D,32,7A,1F,3E,00,32,FA,12,CD
IACJ 240 DATA 00,01,3E,01,CD,6B,BC,06,06,06,CD
JAFB 250 DATA 77,BC,E1,CD,83,BC,CD,7A,BC,C9,7E
IAAN 260 DATA FE,00,C8,CD,5A,BB,23,18,F6,6C,6F
IAHF 270 DATA 61,64,65,72,1F,08,01,0F,03,3D,3D
IAJM 280 DATA 3D,3D,3D,3D,3D,3D,3D,3D,3D,3D
IAXM 290 DATA 3D,3D,3D,3D,3D,3D,3D,3D,3D,3D
IADH 300 DATA 3D,3D,3D,3D,3D,3D,3D,3D,3D,3D
IACD 310 DATA 20,49,6E,73,65,72,74,20,54,61,70
IACB 320 DATA 65,20,26,20,50,72,65,73,73,20,41
IAEG 330 DATA 20,4B,65,79,1F,08,03,0F,03,3D,3D
IAGM 340 DATA 3D,3D,3D,3D,3D,3D,3D,3D,3D,3D
IAHM 350 DATA 3D,3D,3D,3D,3D,3D,3D,3D,3D,3D
IADJ 360 DATA 3D,3D,3D,3D,3D,3D,00,F7,49,1D,02,00
CAOL 370 DATA T&P
EACC 380 chk=0:x=&BE80
JAID 390 READ a\$:IF a\$="T&P" THEN 420 ELSE 400
GAOC 400 a=VAL("&a\$"):POKE x,a
HAMN 410 x=x+1:chk=chk+a:GOTO 390
HAAI 420 IF chk<&4C58 THEN GOTO 540
LABM 430 CLS:INPUT "Infinite Lives (Y/N)",a\$
CACP 440 GOSUB 550
HAMC 450 IF a\$="Y" THEN POKE &BED4,80
KAPE 460 INPUT "Infinite Ammo (Y/N)",a\$

Multiface Pokes
IF7A,00 Infinite grenades

CAFP 470 GOSUB 550
HAAE 480 IF a\$="Y" THEN POKE &BECF,80
LABM 490 INPUT "Infinite Grenades (Y/N)",a\$
CAPO 500 GOSUB 550
HAOC 510 IF a\$="Y" THEN POKE &BED9,80
CANF 520 ITAPE
DAJA 530 CALL &BE80
LAAE 540 PRINT "Oh Dear, Typing Error !":END
GAMB 550 a\$=UPPER\$(a\$):RETURN
CALJ 560 RETURN

What rating do you reckon
Exolon is worth, then?

The Manic multipoke mania zone

Once again two brave fellows delve deep into the Z80 bringing you great power and knowledge to help you on your quest for gaming stardom. Peter Curgenven and CB Thomas are this month's heroes. Cheers folks. As usual,

Game	Format	Poke, Address	Effect
Fighting Warrior (PC)	Tape	8F46,00	Arrows don't do any harm
		8DF6,00	Infinite lives
Spooked (PC)	Tape	26C2,00	Infinite lives
Zoids (CB)	(-)	6F56,No	No = number of shields
		6F5B,No	No = Number of magazines
		6F5D,No	No = number of missiles
		6F57,No	No = number of power cells
		6F58,No	

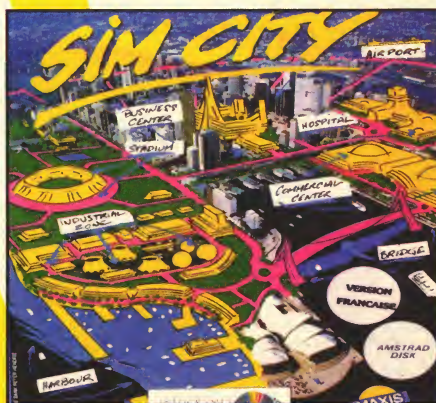
the initials after the name tell you who saved your life this time. If you've discovered any pokes you want to share with the nation write to Cheat Mode, Amstrad Action, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Game	Format	Poke, Address	Effect
Knight Lore (PC)	Tape	29C9,00	Infinite lives
Spy VS Spy 2 (PC)	Tape	AB49,00	Stops timer
		AB56,00	
Spy VS Spy III (PC)	Tape	B23B,00	Stops timer
		B22E,00	
Sai Combat (PC)	Tape	8657,A7	Infinite lives
Short Fuse (PC)	Tape	9577,00	Infinite Lives
		91FD,00	Stops Timer

GAAH 140 'CONSTANT ENERGY BOMB
HAMO 150 DATA 3E,3E,32,D2,30,3E,FF,32,D3,30
GADD 160 'NO ENERGY BOMB FLASH
EAGN 170 DATA 3E,C9,32,E3,30
DABJ 180 'ECM JAMMER
LAAD 190 DATA 3E,3E,32,8B,88,3E,FF,32,8C,88,
3E,A7,32,8D,88
EABP 200 'CLOAKING DEVICE
HALF 210 DATA 3E,A7,32,5D,18,AF,32,E0,5A
FAJL 220 'INFINITE CARGO BAY
EAPN 230 DATA 3E,A7,32,AE,50
FAGN 240 'CONSTANT SPACE POD
EAFN 250 DATA 3E,A7,32,2C,46
JALF 260 'NO CARGO LOSS ON USING SPACE POD
EADM 270 DATA 3E,A7,32,48,46
FAMO 280 'NO LASER TEMP. RISE
EAPM 290 DATA 3E,A7,32,06,87
EACM 300 'NO ENERGY LOSS
EAGO 310 DATA 3E,C9,32,BF,43
FALL 320 'INFINITE MISSILES
EAMC 330 DATA AF,32,11,46
KAD 340 'RIGHT ON, COMMANDER EVERY SHIP SHOT
EAGD 350 DATA AF,32,90,47
GAIL 360 'ONE HIT DESTROYS SHIP
EACO 370 DATA 3E,A7,32,A9,87
IALI 380 'CONSTANT GALACTIC HYPERSPACE
EABO 390 DATA 3E,A7,32,F9,70
GALC 400 'NO HYPERSPACE LIMIT
GABH 410 DATA 3E,00,32,0D,71,32,17,71
GACF 420 'INDESTRUCTIBLE SHIP
IAMP 430 DATA 3E,C9,32,2A,13,AF,32,81,85,32,0,
6,88
JAPL 440 'STATIONS LAUNCH THARGOIDS (50 cr)
EAEI 450 DATA 3E,00,32,26,93
IAJB 460 '* DON'T REMOVE THIS LINE OK *
EAND 470 DATA CD,60,00,***
IAPK 480 'Load loader and pokes
IABK 490 DATA 3E,01,CD,0E,BC,01,00,00,CD,38,BC
IALE 500 DATA 3E,00,01,00,00,CD,32,BC,3E,01,01
IALI 510 DATA 1A,1A,CD,32,BC,3E,02,01,06,06,CD
IAFH 520 DATA 32,BC,3E,03,01,18,18,CD,32,BC,21
IAJ 530 DATA 6A,40,CD,5B,40,CD,18,BB,06,05,21
IANL 540 DATA 65,40,CD,77,BC,21,80,BE,CD,83,BC
IAFM 550 DATA CD,7A,BC,3E,18,32,47,BF,3E,9F,32
IAHL 560 DATA 48,BF,21,2F,41,CD,5B,40,CD,18,BB

JANA 570 DATA C3,80,BE,7E,FE,FF,C8,CD,5A,BB,23
IAIF 580 DATA 18,F6,65,6C,69,74,65,0F,01,20,20
IALB 590 DATA 20,20,20,20,20,20,45,4C,49,54,45
IABA 600 DATA 20,41,41,20,54,41,50,45,20,33,34
IAFD 610 DATA 20,43,48,45,41,54,0D,0A,0F,03,20
IACD 620 DATA 20,20,20,20,20,20,20,3D,2D,3D,2D
IADM 630 DATA 3D,2D,3D,2D,3D,2D,3D,2D,3D,2D,3D
IAFL 640 DATA 2D,3D,2D,3D,2D,3D,2D,0D,0A,0A,0F
IAFF 650 DATA 02,50,4F,4B,45,20,44,4F,4E,45,20
IAAE 660 DATA 42,59,20,41,2E,43,4F,43,48,52,41
IAHE 670 DATA 4E,45,20,66,6F,72,20,41,41,2F,41
IAEH 680 DATA 26,4B,2E,0D,0A,48,69,20,4C,65,65
IAAF 690 DATA 20,61,6E,64,20,61,6C,6C,20,72,65
IABD 700 DATA 61,64,65,72,73,20,6F,66,20,41,26
IAHI 710 DATA 4B,2E,0D,0A,0A,0A,0F,01,49,6E,73
IAHD 720 DATA 65,72,74,20,64,69,73,63,20,77,69
IAXD 730 DATA 74,68,18,20,45,4C,49,54,45,20,18
IAGH 740 DATA 6F,6E,20,69,74,2E,54,68,65,6E,20
IALE 750 DATA 70,72,65,73,73,20,61,6E,79,20,6B
IAOJ 760 DATA 65,79,0D,0A,0A,FF,0F,02,4C,6F,61
IAND 770 DATA 64,65,64,2E,20,50,72,65,73,73,20
IADC 780 DATA 61,6E,79,20,6B,65,79,20,74,6F,20
IAPF 790 DATA 65,78,65,63,75,74,65,20,70,6F,6B
IAAH 800 DATA 65,0D,0A,0A,0A,0F,03,2A,2A,44,49
IACF 810 DATA 44,20,59,4F,55,20,52,45,4D,45,4D
IABD 820 DATA 42,45,52,20,54,4F,20,53,45,4C,45
IAND 830 DATA 43,54,20,54,48,45,20,50,4F,4B,45
IADC 840 DATA 53,20,20,20,20,59,4F,55,20,57,41
IAJH 850 DATA 4E,54,2F,44,4F,4E,54,20,57,41,4E
IACC 860 DATA 54,3F,2E,20,49,46,20,4E,4F,54,20
IACD 870 DATA 54,48,45,4E,20,52,45,53,45,54,20
IADD 880 DATA 20,41,4E,44,20,41,4C,54,45,52,20
IADD 890 DATA 54,48,45,20,42,41,53,49,43,20,4C
IACD 900 DATA 4F,41,44,45,52,FF,00,00,00,00,00
CAMM 910 DATA *AC*
HACF 920 chk=0:x=4000:RESTORE 490

JAIF 930 READ a\$:IF a\$="*AC*" THEN 960 ELSE 940
GAHD 940 a=VAL("&"a\$):POKE x,a
HAFO 950 x=x+1:chk=chk+a:GOTO 930
HANI 960 IF chk<34096 THEN GOTO 980
CAGO 970 CALL &4000
KAGO 980 PRINT "Data Error Old Bean ...":END



No matter how bad you are at Sim City you could never produce a worse mess than Bath's one-way system.

Sim City

Darren Dodds from Ponteland, Newcastle, writes asking, nay, begging for Cheat Mode to reprint John Girvin's AA65 Sim City poke. Here's the poke Dazza, but as for your queries on how to build a metropolis and what the gene codes are for, we are at a loss. Perhaps some power-craving reader can enlighten us on these points?

Nigel Mansell's World Championship



Look, none of us here are motor racing fans, so if this picture has nothing to do with Nigel Mansell, tough luck.

For those of you struggling with your chicanes, or having problems with your pit stops, Chris 'Mansell' Jones from Goosnargh (sounds painful) has supplied a complete set of tips to take you through Nigel Mansell's World Championship. Up the walrus moustache.
● If you are an experienced player then don't begin the game on Normal because you

Poking the multiface way

- 1 Make sure you've got a Multiface plugged into the back of your CPC – it helps.
- 2 Load the game as normal.
- 3 Press the RED button on the Multiface.
- 4 Press 'T' for tool.
- 5 Press '*' to select the code.
- 6 Press 'H' for hexadecimal input.
- 7 Press SPACE for input.
- 8 Type in the address (ie, 3A7C).
- 9 Type in the POKE (ie, A7).
- 10 Press RETURN.
- 11 If there is more than one poke then go back to step seven.
- 12 Press ESC to get back to the menu.
- 13 Press R to return to the game.

GAIP 1 'SIM CITY hacks (disc)
FACH 2 'By John Girvin
EALD 3 'October 1990
AALH 4 '
BAHP 10 MODE 1
FACE 20 addr=&40:RESTORE
DAHJ 30 READ byte\$
IAAH 40 IF byte\$="METROPOLIS" THEN 70
HAMD 50 POKE addr,VAL("&"byte\$)
GALE 60 addr=addr+1:GOTO 30
IADP 70 PRINT"INfinite cash (Y/N) ?"
GAFH 80 WHILE k\$<"Y" AND k\$<"N"
GACG 90 k\$=UPPER\$(INKEY\$):WEND
IAJO 100 IF k\$="Y" THEN POKE &68,&C9:CALL &40
IAHN 110 INPUT"Initial funds ? \$",x
EAFH 120 y=INT(x/65536)
FAKJ 130 z\$=HEX\$(x-y*65536,4)
HAMH 140 POKE &59,VAL("&"RIGHT\$(z\$,2))
HAGD 150 POKE &5E,VAL("&"LEFT\$(z\$,2))
FAKD 160 POKE &63,y:CALL &40
GADN 170 *** LEAVE ALL LINES IN ***
GAPJ 180 DATA 11,00,01,cd,75,00,11,00
HAND 190 DATA c0,cd,75,00,f3,21,00,c0
GAKP 200 DATA 11,00,a0,01,00,38,ed,b0
HAJE 210 DATA 3e,20,32,d8,2e,3e,4e,32
HAHH 220 DATA d6,2e,3e,00,32,d4,2e,3e
HAIA 230 DATA a7,32,3a,11,c3,12,04,a4
HAFB 240 DATA 48,4c,46,0a,5a,21,8b,00
HACO 250 DATA 06,07,d5,cd,77,bc,e1,cd
HADP 260 DATA 83,bc,cd,7a,bc,3e,48,32
HAAC 270 DATA 8d,00,c3,41,44,4c,2e,42
HABC 280 DATA 49,4e,METROPOLIS,4a

will find it ridiculously easy. If this is the case, start on the Professional level.

- Before starting the race you must pick the correct gear ratio – this is very important!
- If you have never driven around the circuit you are about to race on, check what it looks like before-hand by remembering your code then loading up again and racing on that circuit.
- Otherwise, go to the circuit you require and you will be shown a picture of it. If there is a very long straight at the start then you should use a high gear ratio because before you get to the end of the straight your speed will have reached the maximum, which is higher than any of the other ratios' maximum speeds.
- If the straight is a short one use a mid gear

Infodroids

Some inside knowledge now, as we reveal all the codes for the junction rooms and garages for all 15 causeways (Eh? – Ed) in that maddening game, Infodroids (which must have had the purplest advert ever seen in the mag). Christopher Marland in Swinton is the man to thank for this little lot. No there's no excuse for not reaching the end of the road.

Junction Rooms

Great Circular	000 <=>	Zen Meridian	010
Great Circular	032 <=>	Mandala Radial	010
Great Circular	064 <=>	Tao Meridian	138
Great Circular	128 <=>	Zen Meridian	138
Great Circular	160 <=>	Tsang Radial	010
Zen Meridian	046 <=>	Epsilon Arc	036
Zen Meridian	074 <=>	Tao Meridian	074
Tao Meridian	110 <=>	Delta Arc	040
Great Circular	192 <=>	Tao Meridian	010
Great Circular	224 <=>	Tri Radial	010
Epsilon Arc	010 <=>	Tri Radial	055
Epsilon Arc	062 <=>	Mandala Radial	055
Mandala Radial	035 <=>	Delta Arc	010
Mandala Radial	022 <=>	NE Quadrant	033
Sigma Arc	062 <=>	Druetti Radial	055
Delta Arc	070 <=>	Druetti Radial	035
Druetti Radial	022 <=>	SE Quadrant	030
Druetti Radial	010 <=>	Great Circular	096
Tsang Radial	022 <=>	SW Quadrant	030
Tsang Radial	035 <=>	Gamma Arc	070
Tri Radial	022 <=>	NW Quadrant	033
Tri Radial	035 <=>	Gamma Arc	010
Gamma Arc	040 <=>	Tao Meridian	038

Garage Locations

Great Circular	013
Great Circular	150
Tao Meridian	031
Great Circular	041
Great Circular	230
Epsilon Arc	055
Great Circular	080
Sigma Arc	031
Northeast Quadrant	010
Souwest Quadrant	023
Southeast Quadrant	020

ratio as the acceleration is faster enabling you to get ahead of the other cars at the beginning.

- Never use the low gear ratio as the speed is just too slow to be any use.
- If you are not at the start of the grid try again as coming from behind is a dead loss.
- Always write down the long code, and try not to lose the paper it is written on.
- Always stop to change your tyres exactly half way through the race regardless of the condition of your tyres.
- When you're pulling in to the pit lane, try to be in front of the car behind you by at least four or five seconds.

With these tips you should be a centipede-on-lip speed demon in next to no time.

Spellbound Dizzy

We featured a keypress cheat in issue 98 for that eggs-abound adventure Spellbound Dizzy. After a couple of queries about the cheat, noticeably from David Cook in County Antrim, here it is again to clear up any confusion.

Press SPACE to start the game then press Q to quit. Type IVANTANOMLETTE (don't be tempted to put in any spaces) very quickly on the title screen and the border should flash to tell you that the cheat is active.

While playing the game, pressing C will bring up a rather nifty cheat menu. Hope that has cleared the problems up. Sorry things got a bit scrambled the first time around (groan).



Deep in the jungles of South America there are undiscovered tribes of pygmies who have conversations about which is the worst Dizzy game ever released.

Get into the mode

Stuck on a game? Or have you discovered a cheat or hint that other people should know about? Then write to: Cheat Mode, Amstrad Action, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.



Amazing – the world-famous racing siamese triplets celebrate another victory.

Are you befuddled by listings?

L

Don't panic if you're new to listings. There's a full explanation of how to type in the darned things and what the four-letter codes at the beginning of each line mean in the Type-Ins section which starts on page 30.

Who the Elm does he think he is?



Elmar Krieger as he would look in an ambient techno music video.

Super Cauldron shows how good CPC games can be.



Having conquered the CPC games scene in 1993 with two superb commercial releases and one of the most controversial PD games ever, Austria's second most famous son could well be Elmar Krieger, aka Elmsoft. Keith Woods braves the singing nuns to let the man responsible for the notorious Zap'TBalls have the right to reply...

Having coded the games Zap'TBalls, Super Cauldron and Prehistorik 2, which were probably the three best-selling CPC games of 1993, the Austrian Elmar Krieger could rightly claim to be the most successful CPC coder of recent times. He's also got a string of PD games, demos and utilities to his credit, which are among the most popular doing the rounds.

Not bad going for a 20-year old, especially when you consider that in between all this work he still manages to find time to study technical mathematics at university. So we thought it was about time we spoke to this prolific CPC celebrity, and ask him about his life, his work, and, just to prove that AA is always willing to offer the right to reply, his feelings on the AA Zap'TBalls review, which provoked a remarkable amount of controversy, despite the fact that Zap was awarded a coveted AA Rave (so let this be the last we hear of it). Anyway, let's get on with the interrogation...

How did you become interested in coding?
When I was 10, way back in 1984, my father bought a TI 99/4A, but no games were available for this machine. Other kids really wanted to play, so I learned to transfer games like Pac-man. The reason I went on to learn machine code was to learn how to code demos.

Would you say learning machine code is a particularly difficult thing?

Compared to CPC Basic, yes, of course it is – but if you look at the recent C Compiler for personal computers, with a few thousand pages of documentation, machine code is rather simple.

Your first commercial product was, of course, the game Zap'TBalls. What inspired you to write this game?

I offered to convert Pang for Ocean Software to the normal CPC (Pang was only ever released on the Plus) for a very small sum of money, and when they said no I had already spent too much time working on it to stop the project.

It wasn't, then, just to accommodate all your 'flashy special effects', as has been suggested in some quarters?

No, that's simply not true! There are lots of special effects in the intro and the title screen, but the game itself concentrates on gameplay.

As you know, there was quite a bit of controversy over the review Zap'TBalls got in Amstrad Action. Were you particularly upset by this review?

It wasn't the actual review of the game that offended me, but rather sentences like, "try to avoid writing something dull like Zap'TBalls" which appeared in the next few issues. The review itself was simply a major disappointment, and it would seem that many people share my opinion.

Why was this, because it has to be admitted that the review was not a bad one, and that 85 per cent, which many people, yourself no doubt included, felt could have been a bit higher, is not in itself a bad mark?

In many magazines 85 per cent is a really good mark, but in AA so many games which, in my opinion, were dreadful, got over 85 per cent (I wish he had qualified this remark – Dave), that it seemed somehow ridiculous.

The comment has also been made that Zap'TBalls lacked the in-game features that made Pang so playable. What's your response to this?

Not true! Okay, Pang did have some extra weapons, but Zap'TBalls more than made up for this by offering additional features such as many

different types of ball movements, snow and sand storms, snow guns, spikes and elevators which added much more to the gameplay than extra weapons.

You also coded the brilliant Super Cauldron and Prehistorik 2, which both scored a massive 96 per cent when they

were reviewed in AA. They both came out last year. Have you or Titus got any new releases planned for the CPC this year?

I haven't got anything on the way for the CPC, but I will, however, launch Prehistorik Man on the Gameboy in May this year. It's a conversion of Prehistorik 2 on the CPC – even the music has been transferred from the CPC!

Finally, what do you think of AA reaching 100 issues, and what future do you see for the CPC in general?

It's simply great what AA has achieved. It means it is now the only high-street CPC mag left, and I urge all the readers to keep it alive. It's far more interesting than the usual console stuff. As for the CPC, without doubt, it has no commercial future, but hopefully it will continue as a computer that allows everyone to get in touch with coding easily. That's something consoles can't do.

Thanks Elmar, and good luck with the launch of Prehistorik Man.

ULTRA SOFTWARE

BUSINESS, APPLICATIONS & UTILITIES SOFTWARE

Disc Base (464/6128)£12.45
Find your files with ease using this fast organiser
Home Accounts (464/6128)£14.95
Handles bank accounts, savings and credit cards
General Ledger 6128£29.95
Simplified book-keeping for the small business
Printout£15.95 (ROM £24.95)
Improve your Protek presentation
Page Publisher (128K)£24.95
Excellent Desk Top Publisher given 85% in AA100
Picaso Art (runs on 64K CPCs)£14.95
Powerful art package with unique 'free rotation'
Micro Design 2 (128K)£29.95
Fast Desk Top Publishing package
Gripper (128K)£15.25
Search out those sprites with this excellent utility
"If you've got 128K, get Gripper" - Amstrad Action

All serious programs are supplied on 3" disc unless otherwise stated above

GAMES SOFTWARE

Fluff (CPC PLUS)£5.95£7.95
Console style platformer utilising "plus" graphics.
Reviewed in this very issue of Amstrad Action.
Ball Bearing£3.95£5.95
Guide your ball through the maze while
avoiding the numerous hazards
Justice£3.45£4.95
Graphic adventure "a really good example of
what can be done when someone with real
imagination sits down to write an adventure" -
AA99

PICK YOUR OWN COMPILATION TAPE 3.5" DISC 3" DISC
CHOOSE EITHER 2, 4 OR ALL OF THESE GREAT ANY 2 £3.45 £3.45 £3.95
GAMES WHICH WERE FEATURED IN AA99 ANY 4 £6.45 £6.45 £7.95
ALL 6 £8.45 £9.45 £9.95

Cloaker - Cloak your 14-strong fleet ready for battle
Mantis - Rescue the caved terraformers with 3 craft
PZP - Take part in a game of intergalactic tug-o-war
General X - Promote your 10 units to general status
Pacifist - Save 3 armies from destroying each other
Sector 5 - You must be 1st to conquer five sectors

BLANK DISCS & CASES

3" Maxell Discs x1 £1.75 x5 £7.95 x10 £13.95 x20 £26.95
3.5" Branded Discs £0.85 £3.95 £6.95 £12.95
3.5" Bulk Discs £0.55 £2.95 £4.95 £9.45
5.25" Branded Discs £0.65 £2.95 £4.95 £8.95
5.25" Bulk Discs £0.55 £2.95 £3.95 £7.45
3"/3.5" Cases (state) £0.65 £2.95 £4.95 £8.95
3"/3.5" Disc Labels: 20 - £0.65 50 - £1.25 100 - £1.95
5.25" Disc Labels: 20 - £0.45 50 - £0.95 100 - £1.45

DISC STORAGE

10 3.5"/6 3" capacity Library Case £1.75
40 3.5"/30 3" capacity Lockable Box £5.45
80 3.5"/60 3" capacity Lockable Box £6.45
50 5.25" capacity Lockable Box £6.45
100 5.25" capacity Lockable Box £7.45

DRIVE CLEANERS

3" Disc Head Cleaner £3.95
3.5" Disc Head Cleaner £3.95
5.25" Disc Head Cleaner £3.95

CLEANER OFFER

Disc Head Cleaner - PLUS
10 x 3" Maxell Discs - £16.95
10 x 3.5" Branded Discs - £8.95
10 x 5.25" Branded Discs - £7.95

DISCS & BOXES OFFER

Disc Head Cleaner, Disc Storage Box PLUS
3" Maxell Discs x30 £45.95 x60 £84.95
3.5" Branded Discs x40 £29.95 x80 £49.95
3.5" Bulk Discs x40 £23.95 x80 £39.95
5.25" Branded Discs x50 £23.95 x100 £39.95

ACCESSORIES

MOUSE BITS
Mouse Mat Mouse House
£3.95 £1.95
BOTH ONLY £3.95

DUST COVERS

Keyboard Monitor
£3.95 £4.95
BOTH ONLY £7.95

OUR NEW PRODUCT

GUIDE CONTAINS
INFORMATION ON
THESE & MANY MORE
COMPUTER SUPPLIES -
INCLUDING RIBBONS
FOR 100S OF PRINTERS

RIBBONS NEW LOWER PRICES

Mono - Price Band A: 1 - £2.45 2 - £3.95 5 - £8.95
Star LC10/20/100 Amstrad DMP2000/2160/3000
Mono - Price Band B: 1 - £2.95 2 - £4.95 5 - £10.95
Star LC200/24-200 Ams DMP4000 Citizen120D/Swift
Seikosha SP1900+ Epson LX400/800 LQ400/570/800/870
Mono - Price Band C: 1 - £3.45 2 - £5.95 5 - £12.95
Panasonic KX-41 123/1170 Amstrad PCW8512/8256/9512
Amstrad LQ3500 Mannesmann Tally M700/81/85/86
Star Multi-Colour BUY 2 COLOURED & SAVE £2
LC10/100 - £8.95 LC200 - £9.95 LC24-200 - £10.95

PAPER/LABELS

11" x 9.5" Listing Paper £1.95 £6.95 £10.45 £17.95
Exact A4 Listing Paper £2.45 £8.45 £12.95 £23.95
3.5" x 1.5" Address Labels £1.45 £5.45 £7.95 £12.95
Coloured* Address Labels £2.45 £7.95 £11.95 £19.95
* Available in blue, red, yellow & green - or assorted

PRINTERS

INC FREE PRINTER LEAD
Citizen 120D+ £139.95
Star LC20 £144.95
Epson LX400 £144.95
Panasonic KXP 1170 £149.95
Seikosha SP1900+ £149.95
Star LC100C £169.95
Panasonic KXP 1123 £209.95
Star LC24 - 100 £214.95
Epson LQ570+ £289.95
Star LC24 - 200C £289.95

ACCESSORIES

Universal Printer Stand - £6.45
A4 Copy Holder - £6.45
Printer Dust Cover - £6.45
ALLS OTHERS

NEW Product Guide available - send a stamp for yours. Postage in Britain is FREE. Overseas please add 20% Please make cheques/postal orders (sorry no credit cards) payable to ULTRA SOFTWARE and send your order to Ultra Software (AA103), Felling Mill, Broughton, Banbury, Oxon OX15 6AP

SD MICROSYSTEMS

Seriously supporting the Amstrad CPC

Software Disks: (FREE Disk Manager with all program orders)
DISK-BASE (464/6128)£12.50
Automatically creates a master database of all your disks
MAILING LIST£12.50
Address management and label printing
HOME ACCOUNTS (464/6128)£15.00
Handles bank, savings and credit cards
GRAPH-MASTER (464/6128)£15.00
Creates line, bar, pie charts and more
PICASSO ART (664/6128)£15.00
Powerful and advanced screen designer
PAGE PUBLISHER (128K CPCs)£25.00
The ultimate Desk Top Publishing system 85% in AA100
PICTURE DISKS 1 & 2each £12.50
Clip art for Page Publisher/Stop Press (Please state)
GENERAL LEDGER 6128£30.00
Simplified business book-keeping
STOCK ACCOUNTING 6128£40.00
Integrated stock control and invoicing
SAE for CPC catalogue. PCW and PC business software also available, please request a catalogue
Send Cheques/POs stating computer type. Add £1.00 P&P (£2 max)
SD Microsystems (Dept A), PO Box 24, Swaffham, Norfolk (0760) 720381

Computer Supplies:
Box of 10 Maxell/Amsoft CF2 3" Disks£17.50
10 DSDD Disks for 3.5" drives£7.50
10 DSDD Disks 3.5" bulk packed£5.00
10 5.25" Branded Disks£5.00
Disk Head Cleaner 3"/3.5"/5.25"£4.00
Lockable Disk Box 3"/3.5" (40 capacity)£5.00
Flip-top Disk Case holds 10 x 3.5"£2.00
Monitor Copy Holder (fits any screen)£4.00
Universal Printer Stand£6.50
Mouse Mat (anti-static, non-slip)£2.50
Mouse House (plastic pocket)£2.00
Quality Printer Ribbons (all at)£3.00
DMP 2000/3000, Star LC10/LC24-10, Citizen 120D/Swift 24
Computer Address Labels per 100£2.00
PC/6128+ Printer Cable£5.00
Disk Conversion Service£5.00
Data transfers PC->CPC/PCW (per disk)
New in stock!
Mini Office II£17.50

STELLAR*OUTPOST

85% AA POST

Transported down into a seemingly deserted complex, your eight crew members, (each with their own special skills), have to locate and retrieve a Security Item and repair the five generators which power the complex. Without the power restored, your crew cannot transport back up, plus the fact that it is dark and you can't see the aliens which are attacking your people until you get close enough to see them with your suit lights. With many objects to use including Light-Sabres, Medi-Kits, Energy Pills, Trackers and Teleport Rings, this strategy game will keep you glued to your computer for days. And with a different map generated every game you can be sure of a new challenge every time.

To order send a Cheque/PO for £4.99 Tape/£6.49 Disc made payable to A Swinbourne, to: CRYSTALX SOFTWARE, 11 VICARAGE VIEW, REDDITCH, WORCS B97 4RF. OVERSEAS ADD £1
Tel: 0527 68419 (Ask for Angela)

COMPUTER REPAIRS

★ AMSTRAD AUTHORISED ★

Quality Assured!



- ★ Fixed price repairs on many machines
 - ★ Over 2500 square foot engineering complex
 - ★ Top quality technicians at your disposal
 - ★ All work warranted
 - ★ Fast turnaround
 - ★ Simply post or hand deliver your machine and we will do the rest
 - ★ Collection Service available
- Please supply evening and daytime telephone numbers

Amstrad 464 £29.00
Amstrad 6128 £33.00 (extra £25 if disk drive needs complete replacement)
All monitors £15.00 Diagnostic charge plus quote
Others P.O.A.

(WTS Electronics Ltd reserve the right to refuse machines that in their opinion are beyond reasonable repair. Full charge applies.)

Tel: 0582 491949 (4 lines)
WTS Electronics Ltd, Chaul End Lane, Luton, Beds LU4 8EZ

AA

Dear
AA

Aussie Action

Just a few comments on CPCing down under. I believe that it must be widely thought by publishers and software suppliers in the UK that the colonials in Australia are uneducated morons who can be taken down for a few extra quid.

Your subscription rate for Australia is more than double that paid by the privileged subscribers in the UK. On the current exchange rate it costs us poor colonials \$140. The present cost at our local newsagent is \$8.75 per copy or \$105 for a year.

I feel sure that many CPC users in the southern hemisphere would be willing to wait for surface mail delivery of your publication if the subscription was at a more reasonable rate. The only problem with trying to purchase AA from the newsagent is that they have often sold out.

As for the software suppliers in the UK, some don't want to deal with the southern colonials, others add VAT and charge about double the airmail postage. However, there are some, bless 'em, who shoulder their responsibilities and charge their advertised price, plus the cost of postage.

Since the demise of the Australian Publication The Amstrad User there has been no effective marketing of the CPC and PCW software or peripherals. To my knowledge there are only two firms in Australia offering dedicated support for CPC and PCW users. One of these, QUE Software, is in Tasmania; the other, Tronics North, is in Queensland, about 3,000km north of Tasmania.



May your magazine meet many more deadlines.
Kev O'Sullivan, Australia.

feature, but there's an update in the pipeline. **Dave**



There's no question of us trying to rip anybody off, anywhere in the world. While I wouldn't try to understand our distribution department's thought processes, I can assure you that if they thought dropping the price would increase sales they would. The reason it costs less to buy the mag from your local newsagent is because he can order magazines from the UK in bulk. For us to send individual copies abroad costs a lot more per issue. Sorry, but that's the harsh economic facts.

Thanks for the info about the CPC scene down under. It's a shame it arrived too late for last month's World

Dear
AA

Not accountable

First I would like to congratulate you on the magazine. When I bought AA83 (with Lemmings on the covertape) I didn't think that much of it. But when I bought issue 100 and later issue 101 it had improved dramatically. If it stays like this I will definitely subscribe.

Secondly, and this isn't so complementary, on your covertape in issue 101 you had a program called Home Accounts. I have three things to ask:

1 Why the heck was the program not in the right order? Once the first two sections had loaded for the third to load the tape had to be rewound virtually back to the beginning.

2 What happened to the sample file which you mentioned in the article on the program?

3 Lastly - you said what each of the menu titles meant and what was in each menu, but you didn't explain how to use the program, what to do and

to what extent the program could be taken.

Please explain and perhaps rectify.
Samuel Byford, Thundersly.

PS Why not give away free subscriptions with all the best letters (perhaps starting with mine?).
PPS Keep up the brilliant work - you're the only real magazine the CPC has got.

1 Sorry about the problem with Home Accounts. We did, in fact, spot the problem and asked told our duplicators to swap the files around, which, unfortunately, they failed to do. Luckily the program did still work if you managed to figure out the simple (if time-consuming) solution, like Sam here did. The best thing to do is to actually re-record the program onto another tape with the files in the correct order. Alternatively you could order the disk version which works fine.



2 Yes the file did go missing (again our duplicators seem to have made a unilateral decision to leave it off). Luckily it wasn't an important file and didn't affect the running of the program in any way.

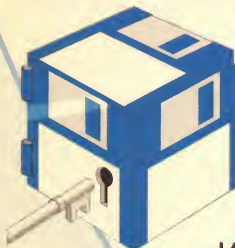
3 We have limited space in the magazine to explain the programs on the tape - it is a problem of which we are acutely aware. We try to be as concise as possible while covering all the most important points. Perhaps in this case we needed to go into more detail. We are currently looking into providing some more in-depth information on the program for people who want it. Stay tuned. **Dave**

Dear
AA

Type-ins on tape?

Looking back through the years I have seen the development of AA and the demise of others in the CPC world (bad for us, you must agree, but not for you).

Your magazine has a fairly balanced mixture of serious and games articles, but there are some points that leave a bad taste in my mouth. I have



noticed over the last few months several changes for the worse, the worst of which is that the type-ins have been taken off the covertape.

I feel most strongly about this, especially after I typed in the SafeSoft Disc Archiver from issue 101 and found that only the first two lines of the main screen appear. I also typed in the Typechecker and on using it found all the letters correct in the checksum.

I feel this is the perfect example FOR having the type-in files on tape - at least we wouldn't spend hours wasting our time on programs that do not work.

I buy your sister magazines Amiga Format, Amiga Shopper, etc, for a few pence more and get many more pages and two packed disks, so you can't say that the cost is a reason for not putting type-ins on tape. Don't dictate to us through one person's decision, put it to your readers - let us decide if we want the type-ins on the tape (we keep the mag alive by forking out our £2.95 every month). Let's have a readers' poll on this issue to settle it once and for all.

This is not sent to you in bad faith, so let's have no coy remarks.

If you do not print this letter in the magazine then I presume that you have

Reaction

Send your letters to: Reaction, Amstrad Action, 30 Monmouth

no wish to listen to your readers nor care about their freedom of choice.
Mr C Johnson, Eastbourne.

The demise of anything CPC-related, and that does include other magazines, is never good news for us. We would love for there to still be a buoyant CPC market with loads of friendly competition between companies.

Yes, we are proud to be the one surviving CPC magazine, but we would still rather be the best and biggest-selling CPC magazine.

Regarding the type-ins, the reasons they

were removed from the covertape were complex and not based on a whim. Personally, I still think that having them on the covertape was an example of laziness on both the magazine's and the readers' behalf - they were an easy way to fill up the covertape and meant you didn't have to bother typing them in at all, which is a rather bizarre concept - type-ins you don't type in?

As for the cost of the magazine, that is a factor. Amiga magazines you mention sell a lot more copies than AA (sad fact of the times) which means they bring in a lot

Street, Bath BA1 2BW

more money. This enables them to keep their prices down while having larger page counts and more disks. The problem with putting type-ins on the tape is they mean we have to make the tapes longer which makes the tapes, and consequently, the magazine more expensive to produce. Sorry, but I don't think the benefits of putting the type-ins back on the tape balance out the potential cost.

By the way, see Type-Ins on page 28 for a possible explanation of your SDA problem.

And I won't make any coy (Koi, adj, Bashful, affectedly

Dear
AA

Equal and opposite

I'd like to respond to PDJ Dennis' Violent Reaction in AA101. In contrast to PDJ I have made many purchases by mail order and received quick and courteous service. Yes, you do have to be careful who you order from, especially new companies (except mine, of course which is perfect in every way). Maybe it's something to do with PDJ's attitude - you get much better results by being pleasant rather than having a rant at the poor person at the end of the phone (who - quite rightly in my opinion

Dear
AA

Blasts from the past

1 You're doing an unbelievably good job. And it's the truth when I say AA100 was by far the best Amstrad Action yet.

2 Whatever happened to such

trademarks as AA Rave and AA Mastergame? And what about second opinions and the first day target scores?

3 I agree with Alastair White (AA100). You should review older games such as Purple Saturn Day and Uridium.

4 Does the tape poke cheat for Elite (AA97) work on the Elite given with the covertape?

5 In the listing Laundry Blues were there any faults? I typed it and ran it but I couldn't pick up any objects. I have double and triple checked it but can't find anything wrong.

6 What exactly is Public Domain?

7 You could sell photocopies of pages from the early magazines for reasonable prices and everyone would be able to see early AA in all its glory. Dave would have endless fun plugging them in other

Do you want to see classic AA pages like this reprinted?



sections of the mag. I for one would like to see what the early issues were like.

8 What do you think of this printer (clue: it's a Star LC-100)?

Ronan Lyons, Dublin.

1 Gee, shucks, thanks.

2 Well, the AA Mastergames have been revived (sort of) as the AA Past Mastergames that we put on the covertapes (past masters - geddit?). The Fluff review in this very issue has second opinion boxes. As for AA Raves and first day target scores, they have been pensioned off.

3 Hopefully the current The Good, The Bad and The Ugly series of features satisfies your lust for reviews of old games.



Can anyone remember which issue this page came from?

4 Unfortunately not, but check out this month's Cheat Mode for one that should.

5 Our version (which is exactly the same as the one published in the magazine) works fine.

6 By a strange quirk of fate our PD man Keith Woods has answered this very question for you on page 26.

7 I like this idea in theory, but maybe it'd be better to just reprint a few 'classic' pages from early issues in the mag itself. How does that sound? A cop-out page-filler or something you lot would be really interested in? Let us know.

8 I've never met a Star LC-100 printer I haven't liked. **Dave**

Dear
AA

Hold on

In response to Alastair White's dilemma (AA100) I had the same problems with flickering screen when I bought Rastan. I tried everything I could think of to stop the flickering, but nothing seemed to work. Eventually, in desperation, I twiddled about with the holds and, hey presto, no more flickering. So, Alastair, you could try turning the vertical or horizontal hold depending on whether you have a monitor or TV modulator.

Also, I have discovered an additional undocumented (undocumented in the magazine, at least) command for the Zapp Assembler (supplied on AA97). To erase a routine from memory type: *NEW (funny enough) and you'll be able to start afresh. I thought I'd point this out just in case anyone else hasn't discovered it yet.
Rob Davidson, Yeovil.

When we gave away the program, we made the



decision to just give you the very basics as opposed to giving over most of the mag to instructions. There are quite a few more undocumented (in AA) commands, so I'll probably devote Assembly Line to them next month. **Simon**

Dear AA

Vive la difference

I have bought AA for just over a year and I have a few questions I would like to ask.

- 1 I bought *Elite Gold Edition* for £2 from a local John Menzies six months ago. When I load it up the Cobra ship rotates and the music plays, but no matter what I do I cannot access the next stage. Have you got any ideas what I'm supposed to do?
 - 2 What is the difference between *Elite Gold* and standard *Elite*?
 - 3 I own a 464 Plus and bought *OCP Advanced Art Studio* with a mouse and 64k upgrade from Dattel. I also bought the required widget from Wave. But when I set up the system, if I bang the table with my knee the program freezes. I think it has something to do with the connections forcing the mouse interface and 64k upgrade a few millimetres off the table which means that they're unsupported (design fault?).
 - 4 Through playing two-player games with my brother we constantly fought over who got the joystick instead of the keys. To be able to use two joysticks with games which allow you to redefine the keys for player two but only allow one joystick, plug joysticks into both ports and select redefine keys. For player one go through the usual motions; for player two do the same on the second joystick and it will accept them as though you had pressed keys. Voila! Two joysticks. **Richard Grant, Argyll.**
- PS** Keep up the good work.
- PPS** Either I am going blind or the words Dave and Cheatmode are missing from the wordsearch in AA101.

1 We reckon you must have a Plus Machine of some sort. *Elite* doesn't seem to work on some Pluses for some strange reason (as we found out when we put the game on the covertape and had to spend ages getting the darned thing compatible).

2 Not much, actually. *Elite Gold* is more like a refined version of the original game rather than a sequel with loads of extra features.

3 I think the problem is just some loose wires as opposed to a design fault – your 'unsupported' theory sounds a tad unlikely. But if anyone else wants to write and prove me wrong, feel free.

4 Er, have you ever thought of doing a spot on *The Big Breakfast's* Superhints ("your guide to a better life") with that one? **Dave**

PS We'll try.

PPS Clur compiled the wordsearch and she's always trying to get rid of me.

Dear AA

Don't bin it

When I load up *Elite* the file ELITE.BIN loads up but it accesses the disc drive (I have a 6128) and

complains that there isn't a disc in the drive. How can I load *Elite* up?
Paul Ralph, Malvern.

Paul, and any other 6128 owners who are having similar problems with *Elite* from our AA100 covertape should try using the listing that Simon has knocked up for you in this month's type-ins. **Dave**



Dear AA

Sussed

Andy – you used to work for Your

Sinclair, didn't you? Ha ha ha.
Colin McCracken, Co Wicklow, Eire.

He also used to work for *Amstrad Action*. **Dave**

He was a strange chap that Andy O, but he knew how to knock together eight-bit computer mags.



Dear AA

Don't knock it

Oh no! Not another covertape loading solution! 'Fraid so. This popular irritation just won't go away,

will it? Covertapes fail to load on my machine without fail, but I've found that tweaking the pressure pad in the cassette at each corner of the copper strip does the trick. I have had 100 per cent success with this. Don't ask me why it works, but it does. But be careful not to spring the pad right out because it takes a right fiddle and as many expletives as you can think of to get it back in. Make sure the tape is rewound first to avoid damage.

Another thing which has worked is to re-record the program on to another tape. Again, I don't know why, but it works. You'll need a twin deck for this, by the way.
Paul Lovett, Birmingham.

Sounds like something out of *The Twilight Zone*. Deeply weird. **Dave**



Dear AA

Both sides of the story

A plea

Please, please, please don't put RPGs on the covertape.

Martin Williams, Poole, Dorset

You don't like RPGs then? **Dave**

Dear AA

Cheat

1 In *Elite*, do you think it's cheating to write down all the market prices of the various planets so you know where you can make a profit?

2 Where can I get hold of a good quality black and white printer and a three-inch disc drive for the CPC464?

3 I am a big fan of RPGs. Would you put *Laser Squad*, *Bloodwych* or *Lords of Chaos* on the covertape when you have finished the Cecco games?

4 A few months ago I purchased a copy of *War In Middle Earth* by Melbourne House from Wizard Games. I have, unfortunately, experienced problems with the game and I want to send the game back to the company and get a replacement copy. On the back of the case it tells you that Melbourne House is a member of the Virgin/Mastertronic group of companies and it gave a phone number. Whilst looking in the *Amscene* Directory I saw Virgin's phone number, but it was different to the

one on the game case. Which number do you think I would be best contacting?

Thanks for a truly great magazine. Keep up the good work.
Michael Hunkin, Saltash.

- 1 No, it's good business sense.
- 2 Try Wave Electronics on 0229 870000.
- 3 But Martin Williams told us not to.
- 4 Virgin's current number is the one printed in *Amscene* – 081 960 2255. **Dave**

Opinion over RPGs is divided.



GAME ZONE

Not so much a Super NES games mag, more a way of life.



Britain's hardest hitting SNES mag.

New issue OUT NOW!

SEGA POWER

ON SALE THE
FIRST
THURSDAY
OF EVERY
MONTH

**NOT
AN
OFFICIAL
SEGA MAGAZINE**
ASS-KISSING FREE ZONE

Future Publishing Limited,
30 Monmouth Street,
Bath, BA1 2BW
Tel: 0225 442244
Fax: 0225 446019

Editor Dave Golder
Oscar-Winning Acting Art Editor
Lisa Kellett
Staff Writer Clur Hodgson
The Happening Simon Forrester
Contributors Richard Fairhurst,
Debby Howard, Lee Rouane
and Keith Woods
Cover illustration by
Paul Kidby

Ad Sales Executive Robert Bennett
Not quite a publisher Jim Douglas
Publisher Colin Campbell
Heavenly Being Greg Ingham

Production Craig Broadbridge
Line and Scanning Simon Chittenden,
Jon Moore, Chris Stocker, Simon Windsor,
Jason Tittle, Mark Gover, Brian Hook
Subscriptions Christine Stacey
Tel: 0458 274011
Circulation Manager Jon Bickley,
Tel: 0225 442244

© Future Publishing Ltd 1994 Amstrad Action is an independent publication. The company producing it - Future Publishing Ltd - has no connection with Amstrad plc. We cannot guarantee to return material submitted to us, nor can we enter into personal correspondence. We take great care to ensure that what we publish is accurate, but cannot be liable for any mistakes or misprints. No part of this publication may be reproduced in any form without our explicit written permission.

Printed in the UK



'Your guarantee of value'

This magazine comes from Future Publishing. Here's what we can offer you:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, annotated photographs etc.

Greater relevance. At Future, editors operate under two golden rules:

- Understand your readers' needs.
- Satisfy them.

More reader interaction. We draw strongly on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money. Magazines you can trust.

Home of Britain's finest magazines.

Commodore Format • PCW Plus • PC Gamer • PC Plus • PC Answers • PC Format • Amiga Format • Amiga Format Specials • ST Format • Sega Power • TOTAL! • Amiga Power • Amiga Shopper • Super Play • Mega • GamesMaster • Mac Format • Edge • Game Zone • Future Music... and also Classic CD • Mountain Biking UK • Cycling Plus • Needlecraft • Cross-Stitch Collection • Caravan Plus and many more

Amstrad Action recognises all copyrights contained in this issue. Where possible we have acknowledged the copyright holder. Please feel free to contact us if we have failed to credit your copyright - we will be happy to correct any oversight.

ABC 21,832

Member of the Audit Bureau of Circulations Feb '93 - Jun '93

AMSTRAD ACTION April 1994

NEXT MONTH

The next issue of AA will be born under the sign of the bull, so let's see what the stars have in store...

★ A conjunction of Mars and Venus suggests a strong possibility of an in-depth look at the current state of the Public Domain.

★ A lunar eclipse on the cusp guarantees Zynaps on the covertape.

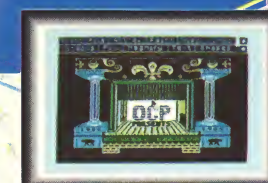
★ A conflict is brewing. Could it be resolved in a Street Fighter 2 campaign update?



★ With the moon entering Uranus, oo-er (© Carry On gags 1967) a round-up of sports sims is in the offing.

Will it come true or is this astrology stuff just a load of old bull. The only way to find out is to be here on...

**Thursday
21st
April
1994**



Genius Mouse

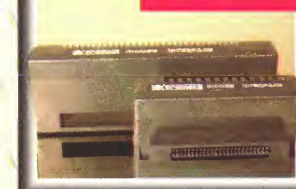
COMPLETE WITH



SPECIAL OFFER PACK!!

- Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Full cut and paste facilities plus excellent printer support.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.

COMPLETE WITH MOUSE INTERFACE



- The Genius Mouse Graphics System comes complete with the special Mouse Interface to allow super smooth control.
- Attractively styled to match your 464 or 6128 design and colour. Simply plugs into Expansion/Joystick port.

**ONLY
£49.99**

**TOTAL PACKAGE
INCLUDES GENIUS MOUSE,
INTERFACE, OCP ADVANCED ART
STUDIO PLUS FREE MOUSE MAT
AND HOLDER**

TAPE OR DISK FOR 464 OR 6128
(PLEASE STATE WHICH
REQUIRED) N.B. 464 NEEDS
DK'TRONICS 64K RAM PACK

FREE!
**MOUSE MAT AND
MOUSE HOLDER**
(WORTH £12.99)
WITH EACH PACKAGE



NEW

LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, etc., in genuine colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!
- No more to buy - just plug in and print!!

**PACKAGE INCLUDES... STAR LC200 COLOUR PRINTER RRP £299.00
CENTRONICS PRINTER LEAD RRP £9.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £327.98**

COMPLETE PACKAGE NOW ONLY £239.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.

dkitronics



- Simple plug in memory expansion gives instant extra memory.
- Features bank switching software for easy use by the programmer or for use as a data storage area.
- Ideal for use with the CPM 2.2 etc.
- The software also features some extra BASIC commands.
- 64K unit expands 464 to 128K.
- 64K unit brings 464 up to CPC 6128 memory configuration making a much larger software base available. Will work straight off with many programs designed for this unit (including OCP Art Studio - see Ad.).
- Bank switching done automatically by software (cassette 464).

ONLY £49.99 64K FOR 464

**64K
MEMORY
EXPANSION**

**DATEL
Electronics**
LIMITED

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL LONDON SHOP



222, TOTTENHAM COURT RD,
LONDON, W1. TEL: 071 5806460